# Welcome 📆

#### About

Fourth meeting - welcome back!

Website: http://railsclub.me

Facebook group: http://fb.railsclub.me

### Normal Meeting Procedure

- Say what we are doing that day
- Learn a new skill or two
- Practice the skills
- Work on own applications

## Today's Meeting Procedure

- Rails Routes
- Rubygems
- Bootstrap

# Come up with something you want to build.

#### Come up with something you want to build.

Can be a blog, portfolio website, Pinterest clone, whatever you want.

The goal is to have this project built using skills you learn here.

## Okay. Here we go!

#### Rails Routes

• The way the user interacts with your Rails application!

#### **HTTP**

• The request/response standard for the web.

#### Types of Requests:

- GET
- POST
- PUT
- DELETE

# You combine controllers AND routes to create links for your users.

## For example:

- You have a BooksController
- The Controller has a show action
- You want the user to be able to see (GET!) the BooksController#Show view.

```
get "/books/:id/show" => "books#show"
```

### You can pass in parameters!

```
get "/books/:id" => "books#show"
```

You are passing in an ID here!

#### You can pass in parameters!

```
get "/users/:user_id" => "users#show"
```

You are passing in a user ID here!

# Bootstrap

## CSS

The way you make things look pretty

#### **CSS Frameworks**

An easy way to put styling on a website.

## We will be using Bootstrap

(A CSS framework)

To make our Rails application look pretty

## Login to Nitrous.

Add

gem "bootstrap-sass"

to your Gemfile

## Run bundle install

## Bootstrap is now installed!

## OMG

#### Other CSS Frameworks

- Foundation by Zurb (foundation.zurb.com)
- Primer by GitHub (primercss.io) —> Yes, made BY GITHUB!!

And many, many more.

#### Before we go

- Make sure you join our Facebook group: http://fb.railsclub.me
- Next meeting is next week! :)
- Message me on FB or email me if you have any questions
- Feel free to read up about Rails or learn skills in your freetime

# See you soon!

