

---

Name	Typ	Beschreibung	Beispiel
name	String	Name der Konfigurationsvariable	„language“
value	Text	Wert der Konfigurationsvariable	„de“

Tabelle 1: Struktur der „app\_configs“-Datenbanktabelle

Name	Typ	Beschreibung	Beispiel
name	String	Name der Firma	„Mustermann GmbH“
phone	String	Festnetznummer	„0123-5436895“
fax	String	Faxnummer	„0123-5436896“
mobile	String	Mobilfunknummer	„0123-5436897“
email	String	E-Mail-Adresse	„mm@example.org“
website	String	URL der Website	„www.example.org“
address	String	Adresse	„“
address2	String	Adresse (Fortsetzung)	„“
zip	String	Postleitzahl	„“
city	String	Ort	„“
country	String	Land	„“
misc	Text		„“
contact_person_id	Integer	Verweis auf die Person, die Ansprechpartner sein soll.	1

Tabelle 2: Struktur der „companies“-Datenbanktabelle

---

Name	Typ	Beschreibung	Beispiel
name	String		“
iso	String		”

Tabelle 3: Struktur der „countries“-Datenbanktabelle

Name	Typ	Beschreibung	Beispiel
user_id	Integer	Verweis auf den Benutzer, dem das Objekt gehört.	1
company_id	Integer	Verweis auf die Firma, zu der das Objekt gehört.	1
origin_site_info_id	Integer	Verweis auf den Startort	34
destination_site_info_id	Integer	Verweis auf den Zielort	35
weight	Integer	Gewicht der Fracht (in t)	50
loading_meter	Integer	Lademeter	30
hazmat	Boolean	Ist das Gut ein Gefahrgut?	true
transport_type	String	Art der Wagen	single_wagon
wagons_provided_by	String	Wer stellt die Wagen bereit?	railway
desired_proposal_type	String	Welche Art von Angebot wird gewünscht?	package_price
contact_person_id	Integer	Verweis auf die Person, die Ansprechpartner sein soll.	1

Tabelle 4: Struktur der „freights“-Datenbanktabelle

---

Name	Typ	Beschreibung	Beispiel
user_id	Integer	Verweis auf den Benutzer, dem das Objekt gehört.	1
company_id	Integer	Verweis auf die Firma, zu der das Objekt gehört.	1
origin_site_info_id	Integer		“
destination_site_info_id	Integer		“
weight	Integer		“
loading_meter	Integer		“
hazmat	Boolean		“
transport_type	String		“
contact_person_id	Integer	Verweis auf die Person, die Ansprechpartner sein soll.	1

Tabelle 5: Struktur der „loading\_spaces“-Datenbanktabelle

---

Name	Typ	Beschreibung	Beispiel
item_type	String		“
item_id	Integer		”
name	String		“
lang	String		”
text	Text		“

Tabelle 6: Struktur der „localized\_infos“-Datenbanktabelle

---

Name	Typ	Beschreibung	Beispiel
a_type	String	Verweist auf den Typ des A-Objekts	„Freight“
a_id	Integer	Verweist auf die ID des A-Objekts	182
b_type	String	Verweist auf den Typ des B-Objekts	„LoadingSpace“
b_id	Integer	Verweist auf die ID des B-Objekts	98
result	Float	Das Resultat des Vergleichs	0.765

Tabelle 7: Struktur der „matching\_recordings“-Datenbanktabelle

Name	Typ	Beschreibung	Beispiel
first_name	String	Vorname	„Max“
last_name	String	Nachname	„Mustermann“
gender	String	Geschlecht	„male“
job_description	String	Dienstbezeichnung	„Vertriebsleiter Nord“
phone	String	Festnetznummer	„0123-5436895“
fax	String	Faxnummer	„0123-5436896“
mobile	String	Mobilfunknummer	„0123-5436897“
email	String	E-Mail-Adresse	„mm@example.org“
website	String	URL der Website	„www.example.org“
locale	String	Sprache, in der die Person die Benutzeroberfläche nutzt	„de“

Tabelle 8: Struktur der „people“-Datenbanktabelle



---

Name	Typ	Beschreibung	Beispiel
item_type	String		“
item_id	Integer		”
action	String		“
diff	Text		”
user_id	Integer	Verweis auf den Benutzer, dem das Objekt gehört.	1
company_id	Integer	Verweis auf die Firma, zu der das Objekt gehört.	1

Tabelle 9: Struktur der „recordings“-Datenbanktabelle

---

Name	Typ	Beschreibung	Beispiel
name	String	Name der Region	„
country_id	Integer	Verweis auf das Land, zum dem die Region gehört	1

Tabelle 10: Struktur der „regions“-Datenbanktabelle

---

Name	Typ	Beschreibung	Beispiel
region_id	Integer		“
station_id	Integer		”

Tabelle 11: Struktur der „regions\_stations“-Datenbanktabelle

---

Name	Typ	Beschreibung	Beispiel
author_user_id	Integer		“
author_company_id	Integer		”
approved_by_id	Integer		“
company_id	Integer	Verweis auf die Firma, zu der das Objekt gehört.	1
text	Text		”

Tabelle 12: Struktur der „reviews“-Datenbanktabelle

---

Name	Typ	Beschreibung	Beispiel
user_id	Integer	Verweis auf den Benutzer, dem das Objekt gehört.	1
query	String		“
results	Integer		”
parent_id	Integer		“
result_type	String		”
result_id	Integer		“

Tabelle 13: Struktur der „search\_recordings“-Datenbanktabelle

---

Name	Typ	Beschreibung	Beispiel
item_type	String		“
item_id	Integer		”
text	Text		“

Tabelle 14: Struktur der „simple\_searches“-Datenbanktabelle

---

Name	Typ	Beschreibung	Beispiel
contractor	String		“
name	String		”
address	String		“
address2	String		”
zip	String		“
city	String		”
country	String		“
side_track_available	Boolean		”
track_number	String		“
			”

Tabelle 15: Struktur der „site\_infos“-Datenbanktabelle

---

Name	Typ	Beschreibung	Beispiel
name	String		“
country_id	Integer		”
address	String		“
address2	String		”
zip	String		“
city	String		”

Tabelle 16: Struktur der „stations“-Datenbanktabelle



---

Name	Typ	Beschreibung	Beispiel
name	String	Name der Benutzerrolle	„company_admin“

Tabelle 17: Struktur der „user\_roles“-Datenbanktabelle

---

Name	Typ	Beschreibung	Beispiel
user_id	Integer	Verweis auf den Benutzer, dem die Benutzerrolle gehört.	23
user_role_id	Integer	Verweis auf die Benutzerrolle, die dem Benutzer gehört.	11

Tabelle 18: Struktur der „user\_roles\_users“-Datenbanktabelle

Name	Typ	Beschreibung	Beispiel
login	String	Benutzername	„max.mustermann“
email	String	E-Mail	„mm@example.org“
encrypted_password	String	Verschlüsseltes Passwort	„55024db979...“
password_salt	String	Geheimer Passwort-schlüssel	„55024db979...“
persistence_token	String		“
single_access_token	String		“
perishable_token	String		“
login_count	Integer	Anzahl Logins	120
failed_login_count	Integer	Fehlgeschlagene Login-versuche	13
current_login_ip	String	Aktuelle IP	„192.188.142.11“
last_login_ip	String	Letzte IP	„192.188.142.11“
company_id	Integer	Verweis auf die Firma, zu der der Benutzer gehört.	1
person_id	Integer	Verweis auf die Person, zu der der Benutzer gehört.	1
api_key	String	Alphanumerischer Schlüssel zur Ansteuerung der XML/JSON-API	„55024db979...“
posting_type	String		

Tabelle 19: Struktur der „users“-Datenbanktabelle

---

## Rails Application Documentation

Build this documentation with either `rake doc:` for standard rails doc output, or with the `rake doc:ajax` task to get nicer doc layout using breakpointer's `ajax-rdoc` (which is available at <http://github.com/breakpointer/ajax-rdoc> and has to be installed separately).

### Installation

The first step is to run these rake tasks:

```
rake db:migrate
rake db:seed
```

Now the database is fully migrated and seeded. Start the webserver with

```
rails server
```

A setup screen will be ready at <http://localhost:3000>

### Starting points for further reading

#### Search API

For any information on the search functionality of the app, take a look at the Search module.

#### Matching API

For any information on the matching of Freight and LoadingSpace objects, take a look at the Matching module.

## Class: ActiveRecord::Base

### Public Class methods

**brackets\_find\_by**(*attribute\_name*)

Adds a convenient [] find\_by to the model utilizing the given attribute and returning the first record matching the condition. Therefore this is best used on attributes that go through validates\_uniqueness\_of.

```
class Country < ActiveRecord::Base
  brackets_find_by :iso_code
end
```

```
Country[:de] => #<Country id: 1, name: "Germany", iso_code: "de">
```

**human\_attribute\_value**(*attribute\_name*, *value*, *i18n\_opts* = {})

**searchable**(*opts* = {})

Adds a model to the search index.

```
class User < ActiveRecord::Base
  searchable
end
```

### Public Instance methods

**attributes\_filled**()

**belongs\_to?**(*user* = *current\_user*)

Returns if the record belongs to a certain user.

**human\_attribute\_value**(*attribute\_name*, *i18n\_opts* = {})

**mine?**(*user* = *current\_user*)

Alias for belongs\_to?

**Module:**

**ActiveRecord::HasLocalizedInfos::InstanceMethods**

**Public Instance methods**

`localized_info(name, lang = I18n.default_locale)`

`localized_infos!(array_of_hashes)`

`update_localized_infos()`

## Module: ActiveRecord::HasLocalizedInfos

### Public Class methods

`included(base)`

## Class: Admin::AppConfigsController

The Admin::AppConfigsController provides functionality for managing all system-wide settings in the app, e.g. main language or demo-mode, via the backend.

NOTE: Although not listed, basic functions new, create, edit, update, delete and index are provided via inheritance from Admin::BaseController.



## Class: Admin::BaseController

The Admin::BaseController is the controller every other backend controller inherits from. He is mainly responsible for providing basic functionality to all controllers in the Admin module, e.g. rights management.

---

## Module: Admin::BaseHelper

The BaseHelper provides basic helper methods all backend views.

### Public Instance methods

**link\_new**(*text = t(“admin.common.new\_link”), url = new\_resource\_url*)

Renders a link to the new action of the current resource.

**render\_table**(*arel*)

Renders a table for a given ActiveRecord.

Example:

```
<%= render_table User.all %>
```

**Class: Admin::RecordingsController**

**Public Instance methods**

`index()`

## Class: **Admin::StationsController**

The Admin::StationsController provides functionality for managing all the predefined stations in the app, which can be used as an address template, via the backend.

NOTE: Although not listed, basic functions new, create, edit, update, delete and index are provided via inheritance from Admin::BaseController.

## Class: **Admin::UserRolesController**

The Admin::StationsController provides functionality for managing the available user\_roles in the app via the backend.

NOTE: Although not listed, basic functions new, create, edit, update, delete and index are provided via inheritance from Admin::BaseController.

## Class: AppConfig

AppConfig objects store system specific configuration values for the application.

### Reading

Read any value from the database (or the default config yaml, if it is not yet in the db) by using the [] accessor.

```
AppConfig[:language] # => "en"
```

### Storing

Store any value in the database by using the []= accessor.

```
AppConfig[:language] = 'de' # => "de"  
AppConfig[:some_option] = 'some value' # => "some value"
```

### Public Class methods

**AppConfig[key] # => Object**

Returns the value stored for key in the database or its default value.

```
AppConfig[:language] # => "en"
```

**AppConfig[key] = value**

Stores the value for key in the database.

```
AppConfig[:language] = 'de' # => "de"
```

## Class: ApplicationController

### Private Class methods

**login\_required**(*opts = {}*)

Use this in a controller to restrict access.

```
class UsersController < ApplicationController
  login_required :only => [:edit, :update, :show]
end
```

**ownership\_required**(*opts = {}*)

Use this in a controller to restrict access to owners.

**role\_or\_ownership\_required**(*roles, opts = {}*)

Use this in a controller to restrict access to either users of certain roles (e.g. admins) or the rightful owner of an object.

```
class PostingController < ApplicationController
  role_or_ownership_required [:posting_admin, :administrator]
end
```

**role\_required**(*roles, opts = {}*)

Use this in a controller to restrict access to users of certain roles (e.g. admins).

```
class Admin::BaseController < ApplicationController
  role_required :administrator
end
```

**same\_company\_required**(*opts = {}*)

## Private Instance methods

### **controller\_catalog()**

Returns the i18n catalog path for the current controller.

```
class UsersController < ApplicationController
  def index
    controller_catalog # => 'users'
  end
end

class Admin::UsersController < Admin::BaseController
  def index
    controller_catalog # => 'admin.users'
  end
end
```

### **current\_company()**

Returns the Company object of the currently logged in user or `nil` if no user is logged in.

### **current\_person()**

Returns the Person object of the currently logged in user or `nil` if no user is logged in.

### **current\_user()**

Returns the User object of the currently logged in user or `nil` if no user is logged in.

### **demo\_mode?()**

Returns `true` if the application is running in demo mode.



## Module: ApplicationHelper

The ApplicationHelper provides basic helper methods for all views.

### Public Instance methods

**admin?***()*

Returns **true** if the current controller is an Admin::BaseController

**box***(title = nil, &block)*

**clear\_both***()*

Returns a DIV tag that clears floating.

**collection\_choices***(model, attribute\_name, const = nil)*

Returns the collection of localized choices for a given attribute. Example:

```
collection_choices(Person, :gender)
```

This will look up `Person::GENDER_CHOICES` and return the keys and localized values.

**controller?***(name) # => boolean*

Returns if `c` is the current controller. Example:

```
<%= controller?(:root) %>
# => true
```

**format\_multiline\_input***(text)*

Returns a HTML formatted version of `text`. Example:

```
<%= format_multiline_input("First line.\nSecond Line.") %>
# => "First line.\Second line."
```

**humanize\_\_recording**(*rec*)

**link\_\_back**(*text* = *t("common.link\_\_back")*)

Returns a link back to the last visited page with a localized caption.

**link\_\_btn**(*text*, *path*, *opts* = *{}*)

**link\_\_to\_\_item**(*item*)

**link\_\_to\_\_result**(*t*, *result*)

**link\_\_to\_\_unless**(*condition*, *name*, *options* = *{}*, *html\_\_options* = *{}*, *&block*)

TODO: lookup rails3 implementation

**localized\_\_info**(*obj*, *name*, *lang* = *I18n.default\_\_locale*)

Returns a formatted string for the associated LocalizedInfo object.

**localized\_\_info\_\_field**(*f*, *name*, *lang* = *current\_\_person.locale*)

TODO: localized\_info\_field f, :type\_of\_goods, :en

BETTA: f.localized\_\_info\_\_field :type\_of\_goods, :en

**only\_\_some\_\_attributes\_\_filled?**(*ar*)

**posting\_\_freights?**()

**render\_\_company\_\_info**(*company*)

Renders a partial with the contact information for the given company. Example:

```
<%= render_person_info current_company %>
```

**render\_\_partial**(*partial*, *options* = *{}*)

**render\_\_person\_\_info**(*person*)

Renders a partial with the contact information for the given person. Example:

```
<%= render_person_info current_person %>
```

```
yes_no(condition)
```

## Class: CompaniesController

The CompaniesController provides functionality for managing a user's company as well as the actual 'Create a new Account'-screen.

### Public Instance methods

**create()**

**dashboard()**

The dashboard action provides a general overview of the company's activities.

**new()**

The Companies#new action is actually the "Create a new Accountscreen a user sees when he originally signs up for the freight exchange.

## Module: CompaniesHelper

### Public Instance methods

`registering_new_account?()`

## Class: Company

Company objects represent the organisation of a User.

Each Company has different types of users, e.g. admins.

### Public Instance methods

**approved\_reviews()**

**ensure\_admin()**

Ensures there is at least one `:company_admin` left in this company. If no admin can be found, the first user of the company is assigned the admin role.

**localized\_infos=***(array\_of\_hashes)*

## Class: Country

### Public Instance methods

`to_s()`

## Class: ErrorMessage

### Public Class methods

`new(_messages)`

### Public Instance methods

`to_json(*args)`

`to_xml(*args)`



## Class: Freight

### Public Instance methods

**calc\_matchings!**(*)*

**localized\_infos**=(*array\_of\_hashes*)

**matching\_loading\_spaces**(*limit = 3*)

**matching\_objects**(*limit = 3*)

Alias for `matching_loading_spaces`

**name**(*)*

**to\_search**(*)*

## Class: GeneralObserver

The GeneralObserver inherits Recorder::Observer to provide basic recording functionality.

It watches all user editable models in the app.

## Class: LoadingSpace

### Public Instance methods

**localized\_infos**=(*array\_of\_hashes*)

**matching\_freights**(*limit = 3*)

**matching\_objects**(*limit = 3*)

Alias for matching\_freights

**name**()

**to\_search**()

## Module: LoadingSpacesHelper

### Public Instance methods

`matching_results()`

## Class: LocalizedInfo

### Public Instance methods

`update_or_destroy!()`

## Class: Matching::Compare::Base

Compare objects compare two objects A and B based on their type/class.

### Creation

Compare objects accept two constructor parameters for the A and the B object.

```
compare = Compare::String.new('one string', 'another string')
compare.result # => 0.6428...
```

### Conditions

By default, a compare object compares copies of the entire objects it is passed. It is also possible to only compare certain attributes of an object.

```
class UserComparer < Matching::Compare::Base
  compare :gender, :weight
end
```

Thresholds can be used to ensure that only objects who meet certain criteria are considered alike.

```
class UserComparer < Matching::Compare::Base
  compare :weight, :threshold => 10
  # => User A can be 10 kilos heavier or lighter than user B

  compare :weight, :threshold => 0.05
  # => User A can be 5% heavier or lighter than user B

  compare :weight, :threshold => {:up => 0, :down => 0.1}
  # => User A can be 10% lighter than user B, but not any heavier.

  compare :weight, :threshold => :perfect
  # => User A and B have to have the same weight
end
```

All object-pairs not meeting the threshold criteria are automatically assigned a result of 0.0 (not matching at all).

## Overwriting defaults

Blocks can be used to override the default comparisons.

Example:

```
class UserCompanyComparer < Matching::Compare::Base
  # Do not compare the email with the default String processor
  # but compare the email hosts and eliminate the pair if they
  # are not matching.
  compare :email do |a, b|
    email_domain = /[~@]+$/
    a[email_domain] == b[email_domain]
  end
end
```

## Public Class methods

**compare(\*attributes, options = {}, &block)**

Specifies one or more attribute(s) that will be compared using the defined options and the block, if given.

### Options

- **:as** - A Symbol identifying the Comparer class to be used

(e.g. `:String`, `:Time` etc.)

```
class UserComparer < Matching::Compare::Base
  compare :created_at, :as => :Time
end
```

- **:threshold** - If the attribute of the B object differs more

than the given threshold the comparison fails, resulting in a 0.0 match. `:up` and `:down` options are available as well. Floats are interpreted as relative, Fixnums as absolute thresholds.

```
class UserComparer < Matching::Compare::Base
  compare :weight, :threshold => 10
  # => User A can be 10 kilos heavier or lighter than user B
```

```

    compare :weight, :threshold => 0.05
    # => User A can be 5% heavier or lighter than user B

    compare :weight, :threshold => {:up => 0, :down => 0.1}
    # => User A can be 10% lighter than user B, but not any heavier

    compare :weight, :threshold => :perfect
    # => User A and B have to have the same weight
end

```

**Block evaluation** If a block is given, the compared attributes are passed and the result of the block is the final result for the comparison (with `true` being interpreted as 1.0).

```

class UserComparer < Matching::Compare::Base
  compare :email do |a, b|
    email_domain = /[~@]+$/
    a[email_domain] == b[email_domain]
  end
end

```

**new(a, b)**

Create a new Compare object to compare the given objects.

## Public Instance methods

**result()**

Compares two objects and returns a result between 0.0 (not alike) and 1.0 (perfect match).

Examples:

```

Comparer::Base.new(true, false) # => 0.0
Comparer::Base.new(true, true) # => 1.0

```



## Protected Instance methods

**calc\_result**(*hsh*)

**compare\_attribute**(*attr*, *opts* = {})

**compare\_attributes\_and\_calc\_result**()

**compared\_attributes**()

**comparer\_for**(*klass*)

**in\_threshold**(*x*, *y*, *result*, *threshold* = {})

Floats are interpreted as relative, Fixnums as absolute thresholds.

## Class: Matching::Compare::Fixnum

Compares two fixnum objects.

### Public Instance methods

**result()**

## **Class: Matching::Compare::FreightToLoadingSpace**

Compares a Freight with a LoadingSpace object by comparing their attributes.

## Class: Matching::Compare::Hash

Compares to two hashes by comparing all values of hash A with their counterparts in hash B.

### Public Instance methods

**result()**

## **Class: Matching::Compare::SiteInfo**

Compares two SiteInfo objects by comparing their attributes.

## Class: Matching::Compare::String

Compares two strings using Levenshtein distance.

### Public Instance methods

**result()**

## Class: Matching::Compare::Time

Compares two time objects.

### Public Instance methods

**result()**

## Module: Matching::Compare

The Compare module provides a set of classes and methods to match objects like Strings, Numbers and Dates.



## Module: Matching

The Matching module provides a set of classes and methods to match objects. On top of this, it provides an extendable generic API for matching Freight and LoadingSpace objects (see `compare_freight_and_loading_space` method).

### Public Class methods

```
Match.compare_freight_and_loading_space(freight, loading_space) # =>  
Float Match.fls freight, loading_space # => Float
```

Returns the likeness of a Freight and a LoadingSpace object.

```
Match.fls Freight.first, LoadingSpace.first # => 0.977920227850516
```

## Class: MatchingRecording

### Public Class methods

**update!**(*records = Freight.all*)

---

## Class: Object

### Public Instance methods

**obj.full? obj.full? { |f| ... }**

Returns wheter or not the given obj is not blank?. If a block is given and the obj is full?, the obj is yielded to that block.

```
salary = nil
salary.full? # => nil
salary.full? { |s| "#{s} $" } # => nil
salary = 100
salary.full? { |s| "#{s} $" } # => "100 $"
```

With Rails' implementation of `Symbol#to_proc` it is possible to write:

```
current_user.full?(&:name) # => "Dave"
```

## Class: PeopleController

The PeopleController provides basic functionality for editing People objects, i.e. personal information of a User object.

## Class: Person

Person objects contain personal information about a User.

### Public Instance methods

**localized\_infos**=(*array\_of\_hashes*)

**name**()

TODO: Anrede?

## Module: Posting::InstanceMethods

### Public Instance methods

`calc_matchings!()`

`localized_info(name, lang = I18n.default_locale)`

`localized_infos=(array_of_options)`

`to_search()`

`update_localized_infos()`

## Module: Posting

Posting is the base class for Freight and LoadingSpace objects.

### Public Class methods

**included**(*base*)

## Class: PostingsController

### Public Instance methods

`create()`

`index()`

`new()`

`update()`



## Class: Recording

Recording objects inherit from `Recorder::Recording` and are logs of user actions in the app.

They belong to a user and his company, so company or user specific reports can be created.

`GeneralObserver` creates `Recording` objects whenever an user editable record is created, updated or deleted in the app.

## Class: RemoteController

### Public Class methods

**remote\_enabled**(*opts = {}*)

Use this in a controller to allow access to certain actions (defaults to all actions) via xml and json.

```
class StationsController < InheritedResources::Base
  remote_enabled :only => :show
end
```

To restrict API access to actual users, simply use `login_required`. This way, requests have to provide an API key in the params. Of course you can also use `role_required` and the like for finer access management.

```
class PeopleController < InheritedResources::Base
  remote_enabled
  login_required
  role_or_ownership_required :company_admin, :only => [:edit, :update]
end
```

### Public Instance methods

**show**()

## Class: Review

### Public Instance methods

`approved?()`

`name()`

## Class: ReviewsController

### Public Instance methods

`approve()`

`create()`

`index()`

`new()`

## Class: RootController

The RootController is the starting point of the application.

On first start, it creates an admin user and guides him to the setup process. On login, it redirects users to their designated location.

Additionally, the RootController also holds information about the app (e.g. the about action).

### Public Instance methods

#### **index()**

The index action decides where the `current_user` is redirected based on whether or not the app is already set up.

#### **welcome()**

The welcome action decides what to do with a freshly logged in user.

## Module: Search

search.rb

The Search module acts as a wrapper to whatever search engine is running in the background.

### Public Class methods

#### **Search.clear\_index\_for(record)**

Removes the search index for the given record.

```
user = User.create(:name # => 'Bob') # => #<User id: 1, name: "Bob">
Search.find 'bob' # => [#<User id: 1, name: "Bob">]

Search.clear_index_for(user)
Search.find 'bob' # => []
```

#### **Search.count(query) # => int Search.count(query, models) # => int**

Returns the total number of results.

```
Search.count "some query"
Search.count "Berlin", [User, Company])
```

#### **Search.find(query) # => array Search.find(query, models) # => array Search / query # => array**

Returns the matching records from the database.

```
Search.find "some query"
Search.find "Berlin", [User, Company])
Search / "some other query"
```

#### **Search.update\_index\_for(model\_or\_record) Search**

Adds a record or a model to the search index.

```
Search << User.first # update the index for a specific user
Search << User # update the index of all users
```

## Class: SearchController

The SearchController provides all search functionality for the app.

### Public Instance methods

`index()`

`search_for(q)`

## Class: SetupController

### Public Instance methods

`index()`

`not_seeded()`



## Class: SiteInfo

SiteInfo objects contain information about loading and unloading sites, such as name of the site, address of the site, name of the contractor etc.

## Class: Station

### Public Instance methods

`to_search()`

## Class: User

User objects represent a user of the app and are used to authenticate users upon login (using `acts_as_authentic` plugin) and handle permission handling via assigned `UserRole` objects.

Data concerning the actual, human user (like company, gender, language etc.) is stored in associated `Person` and `Company` objects.

### Public Instance methods

**`user.has_role?(role_name) # => boolean`**

Returns true if a user has a `UserRole` with the given name.

```
user.has_role?(:administrator) # => true
```

**`is?(name)`**

Alias for `has_role?`

**`user.roles # => array`**

Returns an array of role names.

```
user.roles # => ["administrator", "company_admin"]
```

## Class: UserRole

UserRoles grant a logged in User access to certain parts of the application.

### Creation

UserRoles are created and identified via their `:name` attribute.

```
UserRole.create(:name => 'employee_of_the_month')
```

### Find by name

UserRoles can be found via their `:name` attribute using the `[]` accessor.

```
UserRole[:employee_of_the_month]
```

### Assigning

Finally, UserRoles can be assigned to a User with the `<<` operator.

```
user.user_roles << UserRole[:employee_of_the_month]
```

To access the backend e.g. a user must have administrator privileges:

```
user.user_roles << UserRole[:administrator]
```

This is also used in the frontend to restrict the privileges of users in companies.

```
user.user_roles << UserRole[:company_admin]
```

## Class: UsersController

The UsersController provides functionality for creating and editing users in companies.

### Public Instance methods

#### **create()**

This creates a new user inside the current company. For the original sign up screen, see `Companies#new`.

#### **index()**

Lists all users in the current company.

## Class: `UserSession`

`UserSession` objects are used to handle session management using `AuthLogic`.

### Public Class methods

`UserSession.login(user) # => boolean`

Authenticates a user and logs him in.

```
UserSession.login(User.first) # => true
```

## Class: UserSessionsController

The UserSessionsController provides basic session-management functionality.

Basically that means logging users in and out.

### Public Instance methods

#### **create()**

Authenticates a User by creating and saving a UserSession.

#### **demo\_login()**

This action is only available if the application is running in demo mode. It creates a UserSession for a given user without any authentication.

#### **destroy()**

Logs a user out.

#### **new()**