

# 1 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.

## 2 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?

## 3 Module: ActiveRecord

## 4 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"
```

## 5 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 either users of certain roles (e.g. admins).

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

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

## Private Instance methods

### **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.

## 6 Module: ApplicationHelper

### Public Instance methods

**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.\nSecond line."
```

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

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

**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*)

```
TODO: localized_info_field f, :type_of_goods, :en
```

```
BETTA: f.localized_info_field :type_of_goods, :en
```

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

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

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

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

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

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

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

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

Renders a table for the given ActiveRecord. Example:

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

**yes\_no**(*condition*)



## 7 Class: CompaniesController

### Public Instance methods

**create()**

**dashboard()**

**new()**

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

**show()**

## 8 Module: CompaniesHelper

### Public Instance methods

`registering_new_account?()`

## 9 Class: Company

Companies are organising Users.

### Public Instance methods

#### **ensure\_admin()**

Ensures there is atleast one :company\_admin left. If no admin can be found, the first user of the company is assigned the admin role.

## 10 Class: Country

## 11 Class: Freight

### Public Instance methods

`localized__info(name, lang = I18n.default__locale)`

`localized__infos=(array__of__options)`

`to__search()`

`update__localized__infos()`

## 12 Class: FreightController

### Public Instance methods

**create()**

**new()**

**update()**

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## 13 Module: FreightsHelper

## 14 Class: GeneralObserver



## 15 Class: LoadingSpace

### Public Instance methods

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

`localized_infos=(array_of_options)`

`to_search()`

`update_localized_infos()`

## 16 Class: LoadingSpacesController

### Public Instance methods

**create()**

**new()**

**update()**

## 17 Module: LoadingSpacesHelper

## 18 Class: LocalizedInfo

### Public Instance methods

`update_or_destroy!()`

## 19 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
end
```

```
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.



## 20 Class: Matching::Compare::Fixnum

Compares two fixnum objects.

### Public Instance methods

**result()**

## 21 Class: Matching::Compare::FreightToLoadingSpace

FreightToLoadingSpace objects compare Freight with LoadingSpace objects and return a result how good they match.

## 22 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()**

## 23 Class: Matching::Compare::SiteInfo

## 24 Class: Matching::Compare::String

Compares two strings using Levenshtein distance.

### Public Instance methods

**result()**

## 25 Class: Matching::Compare::Time

Compares two time objects.

### Public Instance methods

**result()**

## 26 Module: Matching::Compare

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

## 27 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
```



## 28 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"
```

## 29 Class: PeopleController

## 30 Module: PeopleHelper

## 31 Class: Person

Person objects contain personal information about a User.

### Public Instance methods

**name()**

TODO: Anrede?

## 32 Class: Posting

### Public Instance methods

`to_search()`

`validate()`

## 33 Class: PostingsController

## 34 Module: PostingsHelper

## 35 Class: Recording



## 36 Class: Region

## 37 Class: RootController

### Public Instance methods

**about()**

**index()**

**welcome()**

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

## 38 Module: RootHelper

## 39 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**

Returns the total number of results.

```
Search.count "some query"
```

#### **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
```

## 40 Class: SearchController

### Public Instance methods

`index()`

## 41 Module: SearchHelper

## 42 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.

## 43 Class: Station

### Public Instance methods

`to_search()`



## 44 Class: StationsController

## 45 Module: StationsHelper

## 46 Class: User

User objects represent a user of the system 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"]
```

## 47 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]
```

## 48 Class: UsersController

### 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.

## 49 Class: UserSession

### Public Class methods

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

Authenticates a user and logs him in.

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

## 50 Class: UserSessionsController

The UserSessionsController handles all requests regarding logging 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()**

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## 51 Module: UserSessionsHelper



## 52 Module: UsersHelper