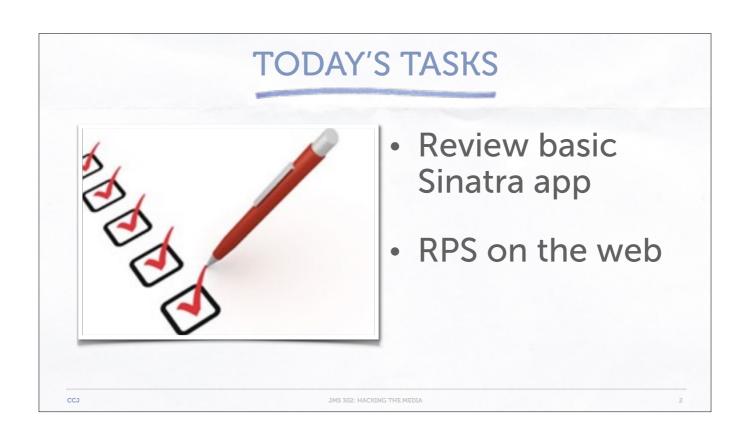
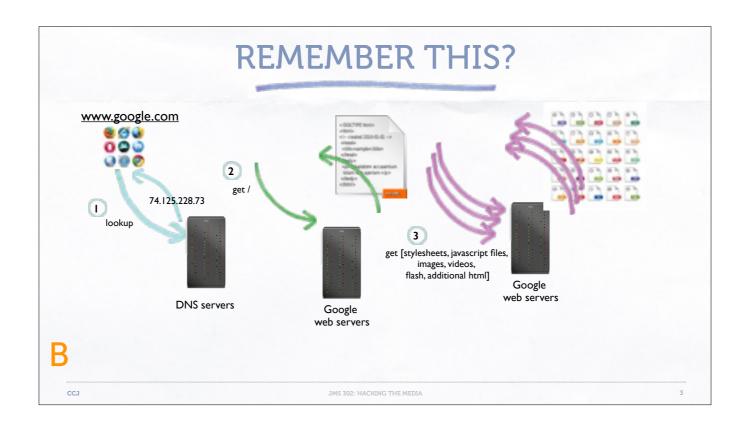
JMS 302: HACKING THE MEDIA

CLASS 21: 10/30/2014





Now, we're going to dig into what happens on the web server. Actually, multiple servers.

gem install

Each sinatra app we wish to publish will get its own repository. We'll come to that.

RPS

```
8 Separts heads
9 separts "Neys = *[heats.keys)"
10
11 s get s random choice for the computer
12 computer = beets.keys[card(beets.keys.stoc)]
13 ss parts "Computer relix s( heats.keys[computer) )"
14
15 s give the user instructions
16 pvfs "
17 belooms to Rock, Paper, Scissors.
18 the computer will randomly prick one of those choices.
19 Buck beats Scissors. Scissors beat Paper, Paper beats Rock.
10 Enter your choice."
10
11 player = gets.chomp
14
15 s make sure the player enters a valid choice
16 s TBOO: add some nethods so we can easily ask the user to enter again
17 s (and lat the game continue indefiniently)
19 if (beats.keys.include(\(\beta\))\(\beta\) puts "player.capitalize)
19 puts "Player.capitalize == computer
10
11 s tied
11 f player.capitalize == computer
12 puts "New tied the computer. Try again."
```

CCJ

SEE GITHUB

NOTE THE CORE LOGIC

https://github.com/timreganporter/JMS-302/blob/ master/exercises/class_19/rps.rb

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SINATRA: RPS (URL)

- Try to make RPS in a web app.
- For this first version, we'll just use the URL (no form, no instructions). Users will append their choice to /throw and you will tell the user if he/she won, lost or tied.

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6

SINATRA: RPS (FORM)

• Now, let' do it as a form.

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7

MORE INFO ON SINATRA

- http://code.tutsplus.com/tutorials/singingwith-sinatra--net-18965
- http://www.sinatrarb.com/
- Jump Start Sinatra by Darren Jones
- Sinatra: Up and Running by Harris & Haase

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The books (especially the last one) are a bit dated, but you shouldn't have any problems. If you want a slow build, they are good options. The books aren't free, however.