## Web Development



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# Form Input

Web Development with Play

### <input>

```
<form action="/register" method="POST">
     <input type="text" name="firstName">
     <input type="text" name="lastName">
     <input type="text" name="email">
     <input type="password" name="password">
</form>
```

Note the 'name' attributes

## Register Route

#### POST /register

#### Accounts.register

- register() action will be responsible for:
  - Recovering all of the fields "POST"ed by the user
  - Save all these fields in a database
  - Display the start screen again.

```
public class Accounts extends Controller
 //...
 public static void index()
    render();
 public static void register()
    index();
```

### Controller Parameters

- Controllers can take parameters
- These will be passed from the form
- The names are highly significant

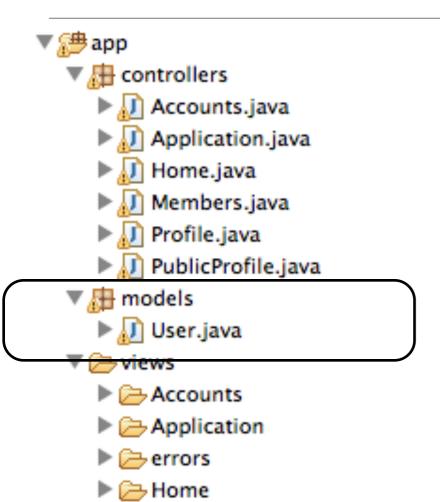
```
<form action="/register" method="POST">
     <input type="text" name="firstName">
     <input type="text" name="lastName">
     <input type="text" name="email">
     <input type="text" name="password">
</form>
```

 Direct mapping from 'name' attribute on input element to parameter name in controller/ action

 Direct mapping from 'name' attribute on input element to parameter name in controller/ action

```
</form>
```

### **Database Models**



Members

PublicProfile

main.html

nav

Profile

- We would like to register new users in a database
- In Play, these are represented using 'Models'
- Each table in a database can be represented by a java class
- Instances of this class (objects) will represent rows in the corresponding table

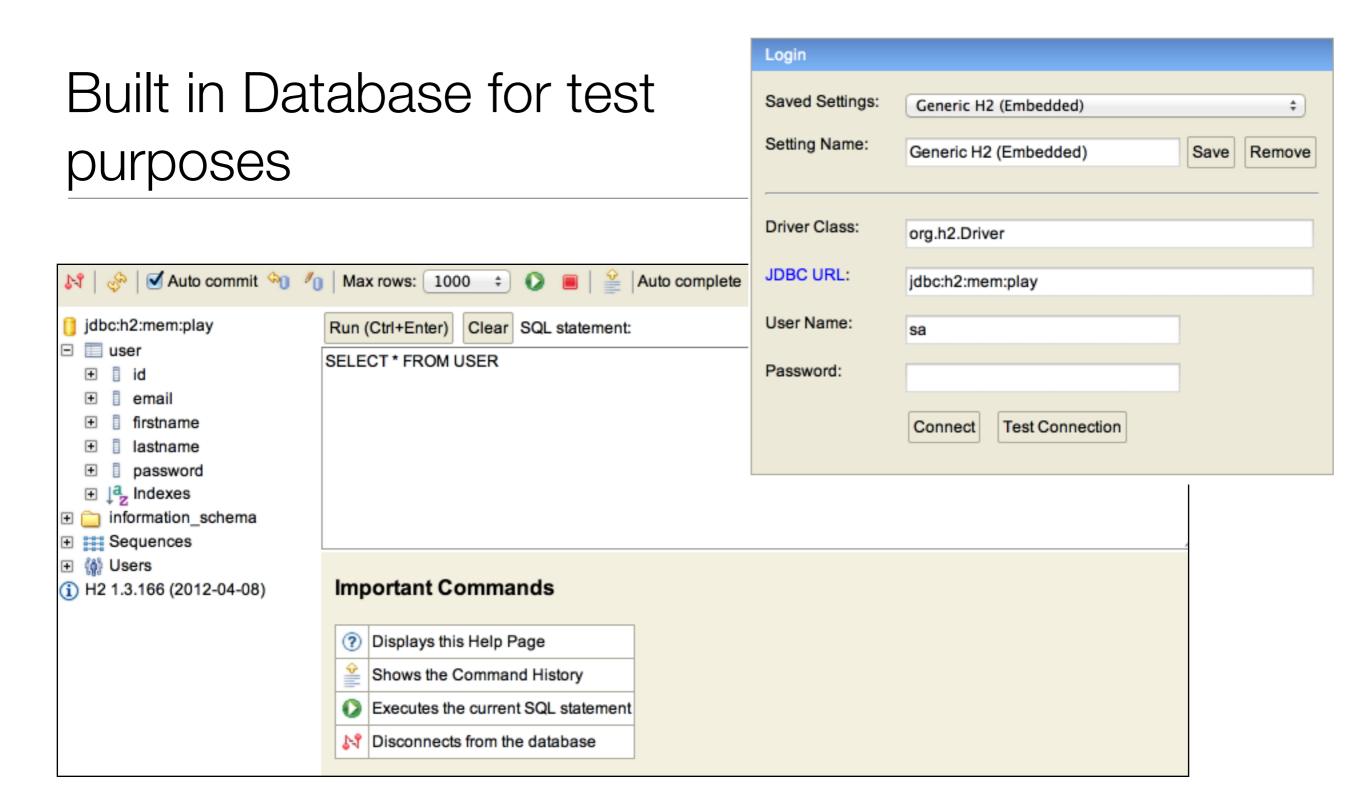
### User Model

- Simple class to represent a user
- Public attributes represent fields
- Class 'extends' Model and is marked with @Entity annotation to indicate that it is to be saved to a database
- How this is done not our concern

```
package models;
import javax.persistence.Entity;
import play.db.jpa.Model;
@Entity
public class User extends Model
 public String firstName;
  public String lastName;
  public String email;
 public String password;
  public User(String firstName, String lastName,
              String email,
                                String password)
    this.firstName = firstName;
    this.lastName = lastName;
    this.email = email;
    this.password = password;
```

## Saving Objects to a Database

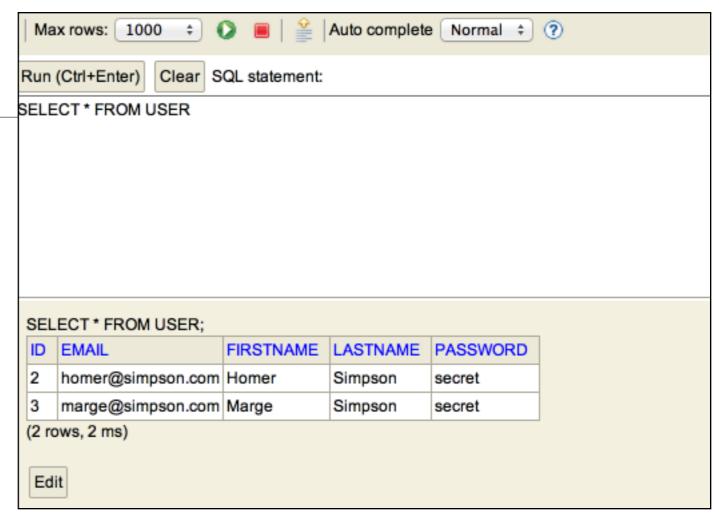
- In register (called when user 'submits' signup form):
  - Create a new User object
  - Save it!

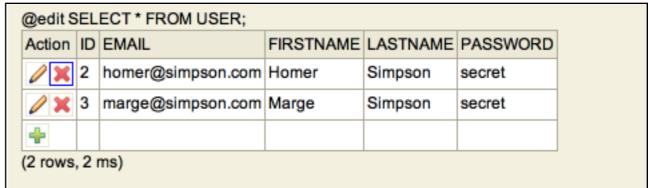


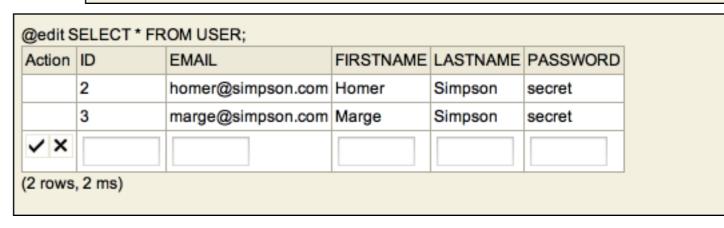
- Play comes with a database which is a full relational db like MySql
- 'Transient' so all values are lost between program executions

### Browse/Edit/update...

- Enable in configuration:
  - db=mem
- This means 'in memory' database
- Then just browse to:
  - http://localhost:9000/@db
- when application is running









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