

Active Resource Cheatsheet

edge rev.6747

Server WebApp

```
Avatar < ActiveRecord::Base  
  attr_accessible :name
```

```
script/generate scaffold avatar  
or actions respond_to format.xml
```

Client WebApp

```
Avatar < ActiveResource::Base  
  self.site = "http://www.ex.com"
```

```
# Nested Route: find(:all, :params => {:game_id => 11})  
# self.site = http://www.ex.com/game/:game_id"
```

ActiveResource::Errors methods
eg. avatar.errors.count

```
[] :attribute  
add attribute, msg  
add_to_base msg  
clear  
count  
each { |attr, msg| }  
each_full { |msg| }  
from_xml xml  
full_messages  
invalid? attribute  
length  
on attribute  
on_base  
size
```

Complex Objects (Associations)
opt = {:include => :blood_pacts}
render :xml => @avatars.to_xml(opt)

```
Avatar.find(:first).blood_pacts.first  
#=> Avatar::BloodPact instance
```

```
# PUT, DELETE respond with  
format.xml { head :ok }
```

index

```
GET /avatars.xml  
GET /avatars.xml?fight=solo
```

show

```
GET /avatars/42.xml  
GET /odd_path/11.xml
```

create

```
POST /avatars.xml
```

update

```
PUT /avatar/5.xml
```

delete

```
DELETE /avatar/23.xml
```

```
# GET /avatars/celestial.xml  
render :xml => @avatars
```

```
# POST /avatars/npc.xml?name=Golem  
render :nothing => true,  
       :status => :created,  
       :location => avatar_url(@avatar)
```

find() argument variants

```
:all  
:first, :params => {:fight => "solo"}
```

```
42  
:one, :from => "/odd_path/11.xml"
```

alter data attrs = {:name => 'Carbuncle'}

```
Avatar.new(attrs).save  
Avatar.create(attrs)
```

```
avatar.save(id, attrs)
```

```
Avatar.delete(id)  
avatar.destroy
```

custom methods

```
Avatar.get(:celestial) #=> hash(es)  
Avatar.find(:celestial) #=> model instance(s)
```

```
avatar.post(:npc, :name => 'Golem')  
#=> Net::HTTPCreated 201
```