

CRUDdy Buddy Usage Notes and Tips

CRUDdy Buddy is a cross-platform Adobe(R) AIR application for generating Zend_Amf services for use in Flex and AIR applications. It does not generate the end application. It does generate all the PHP you need to Create, Retrieve, Update, and Delete records from a MySQL database in your Flex or AIR application using Zend_Amf from the Zend Framework. When you go through all the steps in CRUDdy Buddy, it will produce the files and folders you need to get going.

It's important to note that CRUDdy Buddy uses the "convention-over-configuration" principle for a few things. It doesn't ask you too many specifics. What are the consequences of this?

1. CRUDdy Buddy expects your database fields to correspond directly with your custom object's properties. For example, if you have a Contact object with the properties id, name, and email, your database should have a corresponding table with the fields id, name, and email. Do note that you specify the table name in CRUDdy Buddy, so the table for your Contact objects doesn't have to be called "contacts." This is to accommodate shared hosting environments where you might have to have prefixes in your table names, for instance.
2. CRUDdy buddy expects any property/field named "id" to be an auto-incremented integer. As a result, whenever you create a new record for an object that has an "id" property, NULL is used in the MySQL insert statement.

A couple of other tips:

1. The retrieve function, by default, accepts no arguments and simply returns all of the objects of that type in an array. Meaning you can't pass it an ID to get one particular record.
2. The delete function, by default, accepts one argument, the ID of the record to be deleted. Don't pass in the whole object, just the ID.
3. The delete, update, and create functions don't return anything by default. If you like, you can call the retrieve function right after you call one of the other ones to update the array of objects to reflect your changes.

OK, so onto the good stuff.

CRUDdy Buddy will produce the folders and files:

/include/services Folder

Contains:

Object.php – Defines your custom object. You'll have one of these for each object you tell CRUDdy Buddy to create, and it will be named for the object, as in *Contact.php*.

ObjectService.php – Contains the services to be exposed for the object defined in its corresponding *Object.php*. You'll have one of these for each object you tell CRUDdy Buddy to create, and it will be named for the object, as in *ContactService.php*.

/ActionScript Folder

Contains: Your ActionScript package folders and value objects. For example, if you entered 'com.flexandair' as your package path in the last step in CRUDdy Buddy, you would end up with: */ActionScript/com/flexandair/* which would contain:

ObjectVO.as - Defines your custom value object in ActionScript. This corresponds to the ones created in PHP. You'll have one of these for each object you tell CRUDdy Buddy to create, and it will be named for the object, as in *ContactVO.as*. You'll want to place the */com* folder beneath your */src* folder in Flex Builder to import the custom classes into your application. You can then import the classes using:

```
import com.flexandair.ObjectVO.as
```

/gateway.php – This is the endpoint for your Zend_Amf server. It should be specified in your `<mx:RemoteObject>` tag. For example, if you told CRUDdy Buddy to output your files to your web root (like `c:\wamp\www`), your endpoint would be <http://localhost/gateway.php>.

/sample_mxml.txt – This file contains `<mx:RemoteObjects>` for all your CRUDdy Buddy-generated remote classes. These contain pre-made methods to call your Create, Retrieve, Update, and Delete methods. If you're cool with how they turned out, you can paste them right into your Flex application.

/Zend – You can choose to copy the files required to run Zend_Amf from the Zend Framework to your output directory. That means you don't have to install the Zend Framework or add it to your PHP PATH variable. CRUDdy Buddy's generated files expect the Zend Framework to be present in the */Zend* folder of your application, so unless you have a reason, go ahead and check the box to include on CRUDdy Buddy's last options screen. You'll have to agree to the Zend License Agreement, a BSD license, and you're off.

That's about it. Drop by flexandair.com for more info on using CRUDdy Buddy, or if you need help. You can also reach me via email at Richard@flexandair.com. You are free to use the compiled CRUDdy Buddy as you wish, as long as you don't charge anybody for it and this document is included in any redistribution. I'm going to release the code after I decide on a license, and once it's released you can get it on <http://flexandair.com>.

Regards,

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