



Getting Started With JRuby on Rails for the GlassFish v3 Application Server

Technology Preview 2



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Contents

JRuby on Rails in GlassFish Tutorial	5
Introduction to JRuby and Rails on the GlassFish v3 Application Server	5
What is Ruby-on-Rails?	5
What is JRuby?	6
JRuby on Rails, the GlassFish v3 Application Server, and the GlassFish v3 Gem	6
Installing JRuby and Required Gems	7
▼ Downloading and Installing JRuby 1.1.1	7
▼ Installing Rails on JRuby	7
▼ Installing the GlassFish v3 Gem	8
Creating a Simple Rails Application	9
▼ Creating the hello Application	9
▼ Creating the Controller and View	9
▼ Passing Data From the Controller to the View	9
▼ Using Rails Without a Database	10
Deploying and Running the Application	11
▼ Deploying a Rails Application as a Directory	11
▼ Deploying a Rails Application to the GlassFish V3 Gem	12
Accessing a Database From a Rails Application	12
▼ Setting Up the MySQL Database Server	12
▼ Creating a Database-Backed Rails Application	12
▼ Deploying and Running the Database-Backed Web Application	14
Accessing Java Libraries from a Rails Application	14
▼ Creating the Rails Application That Accesses Java Libraries	15
▼ Creating the Views That Display the Images Generated by Java2D Code.	15
▼ Adding Java2D Code to a Rails Controller	16
▼ Running a Rails Application That Uses Java 2D Code	18
Further Information	18

JRuby on Rails in GlassFish Tutorial

This tutorial shows you how to get started using JRuby on Rails on the GlassFish™ v3 Technology Preview 2 Application Server by covering the following topics:

- “Introduction to JRuby and Rails on the GlassFish v3 Application Server” on page 5
- “Installing JRuby and Required Gems” on page 7
- “Creating a Simple Rails Application” on page 9
- “Deploying and Running the Application” on page 11
- “Accessing a Database From a Rails Application” on page 12
- “Accessing Java Libraries from a Rails Application” on page 14

Introduction to JRuby and Rails on the GlassFish v3 Application Server

This section gives you an overview of JRuby and Rails on the GlassFish V3 Application Server by explaining the following concepts:

- What is Ruby-on-Rails?
- What is JRuby?
- The GlassFish v3 Application Server and the GlassFish v3 Gem

What is Ruby-on-Rails?

Ruby is an interpreted, dynamically-typed, object-oriented programming language. It has a simple, natural syntax that enables developers to create applications quickly and easily. It also includes the easy-to-use RubyGems packaging utility for customizing a Ruby installation with additional plug-ins.

Rails is a web application framework that leverages the simplicity of Ruby and eliminates much of the repetition and configuration required in other programming environments. With Rails, you can create a database-backed web application, complete with models and tables, by running a few one-line commands.

To learn more about Ruby on Rails, see [Ruby on Rails](#).

What is JRuby?

JRuby is a Java™ implementation of the Ruby interpreter. While retaining many of the popular characteristics of Ruby, such as dynamic-typing, JRuby is integrated with the Java platform. With JRuby and Rails, you get the simplicity and productivity offered by Ruby and Rails and the power of the Java platform offered by JRuby, thereby giving you many benefits as a Rails developer, including these:

- You can access the rich set of Java libraries from your Rails application.
- You can use the powerful and secure support of Java Unicode strings with your Rails application.
- Your JRuby-on-Rails application can spin off multiple threads because JRuby uses Java threads, which map to native Ruby threads. Furthermore, you can pool these threads.

To learn more about JRuby, see [JRuby](#).

JRuby on Rails, the GlassFish v3 Application Server, and the GlassFish v3 Gem

Developing and deploying your Rails application on the GlassFish v3 Application Server gives you the following advantages over using a typical web server used for running Rails applications:

- A simple, integrated deployment environment. In other words, you don't need one set of software for developing the application and another set of software for deploying it.
- The ability to deploy multiple Rails applications to one GlassFish instance
- The ability of a Rails application to handle multiple requests

For more details on these and other advantages of using the GlassFish v3 Application Server for your JRuby on Rails applications, see [Advantages of JRuby-on-Rails with the GlassFish Application Server](#).

You have two options for deploying a Rails application on the GlassFish v3 Application Server:

- Deploy the application as a directory to the Application Server using the `asadmin` command.
- Deploy the application as a directory to the GlassFish v3 Gem installed on your JRuby VM.

A Gem is a Ruby package that contains a library or an application. In fact, Rails itself is a Gem that you install on top of JRuby.

One way to work with JRuby on the GlassFish v3 Application Server is to install the GlassFish v3 Gem on top of your JRuby installation. The GlassFish v3 Gem is just a trimmed-down version of the GlassFish V3 Application Server and a Grizzly connector for JRuby.

When you install the Gem, you have a GlassFish v3 Application Server embedded in the JRuby virtual machine. This gives you a more complete development and production environment because you have everything you need for JRuby on Rails applications running inside the JRuby VM in addition to everything you need from the Application Server to create web applications.

Installing JRuby and Required Gems

To develop and deploy Rails applications on the GlassFish v3 Application Server, you need to do the following:

1. Download and install JRuby 1.1.1.
2. Install Rails on top of your JRuby installation
3. Install the GlassFish v3 Gem if you want to deploy your application to a GlassFish instance running inside your JRuby VM.

▼ Downloading and Installing JRuby 1.1.1

1. Go to the [JRuby download site](http://dist.codehaus.org/jruby) (<http://dist.codehaus.org/jruby>).
2. Download `jruby-bin-1.1.1.zip`.
3. Unpack the zip file.
4. Set your `JRUBY_HOME` environment variable to the location of your JRuby 1.1.1 installation.
5. Add `JRUBY_HOME/bin` to your system path so that you can invoke JRuby from anywhere in your directory tree.

▼ Installing Rails on JRuby

- **Install the Rails Gem:**
`jruby -S gem install rails`

You should see the following output, which tells you that six Gems and their documentation have been installed:

```
complete
Successfully installed activesupport-2.0.2
Successfully installed activerecord-2.0.2
Successfully installed actionpack-2.0.2
Successfully installed actionmailer-2.0.2
Successfully installed activeresource-2.0.2
Successfully installed rails-2.0.2
6 gems installed
Installing ri documentation for activesupport-2.0.2...
Installing ri documentation for activerecord-2.0.2...
Installing ri documentation for actionpack-2.0.2...
Installing ri documentation for actionmailer-2.0.2...
Installing ri documentation for activeresource-2.0.2...
Installing RDoc documentation for activesupport-2.0.2...
Installing RDoc documentation for activerecord-2.0.2...
Installing RDoc documentation for actionpack-2.0.2...
Installing RDoc documentation for actionmailer-2.0.2...
Installing RDoc documentation for activeresource-2.0.2...
```

The `—S` parameter that you used to run the command to install Rails tells JRuby to look for the script anywhere in the `JRUBY_HOME` path.

▼ Installing the GlassFish v3 Gem

One of the ways to deploy a Rails application is to deploy it to the GlassFish v3 Application Server running inside the JRuby virtual machine. To do this, you have to install the GlassFish v3 Gem on top of your JRuby installation:

- **Run the Gem installer to install the GlassFish v3 Gem:**

```
jrubby -S gem install glassfish
```

You should see the following output:

```
complete
Successfully installed glassfish-0.1.2-universal-java
1 gem installed
```


Creating a Simple Rails Application

Now that you have completed your installations, you're ready to start coding. This section shows you how to create a simple application that displays “Welcome to JRuby on Rails on the GlassFish v3 Application Server!”

▼ Creating the hello Application

1 **Go to** `<JRUBY_HOME>/samples`.

2 **Create a Rails application called `hello` by running the following command:**

```
jruby -S rails hello
```

This command creates the `hello` directory, which contains a set of automatically-generated files and directories. The directories containing the files that you'll use the most are:

- `app`: Contains your application code
- `config`: Contains configuration files, such as `database.yml`, which you use to configure a database.
- `public`: Contains files and resources that you need to be directly accessible rather than accessed through the Rails call stack. These include images and straight HTML files.

▼ Creating the Controller and View

By doing this task, you'll create a controller and a default view for your application. The controller handles requests, dispatches them to other parts of the application as necessary, and determines which view to render. The view is the file that generates the output to the browser. In Rails, views are typically written with ErB, a templating mechanism.

1 **Go to the** `<JRUBY_HOME>/samples/hello` **directory you created in the previous task.**

2 **Run the following command to create a controller and default view for your application:**

```
jruby script/generate controller home index
```

You should now see a controller called `home_controller.rb` in the `hello/app/controllers` directory and a view called `index.html.erb` in the `hello/app/views` directory.

▼ Passing Data From the Controller to the View

Exchanging data between the controller and the views is a common task in web application development. In this case, you'll see how to set an instance variable in the controller and access its value from the view.

- 1 **Open** <JRUBY_HOME>/samples/hello/app/controllers/home_controller.rb **in a text editor.**
- 2 **Add an instance variable called** @hello_message **to the action called** index, **so that the controller looks like this:**

```
class HomeController < ApplicationController
  def index
    @hello_message = "Welcome to JRuby on Rails on the GlassFish V3 Application Server"
  end
end
```

In Rails, the actions are supposed to map to views. So, when you access the index.html.erb file, the index action executes. In this case, it makes the @hello_message variable available to index.html.erb.

- 3 **Save the file.**
- 4 **Open** <JRUBY_HOME>/samples/hello/app/views/index.html.erb **in a text editor.**
- 5 **At the end of the file, add the following output block:**

```
<%= @hello_message %>
```

This is a bit of JRuby code embedded into the view that inserts the value of @hello_message into the page. When you run the application, you will see “Welcome to JRuby on Rails on the GlassFish v3 Application Server” in your browser.

- 6 **Save the file.**

▼ Using Rails Without a Database

Although Rails is intended for creating database-backed web applications, this example is simple enough that it doesn't require one. In this case, you need to edit the environment.rb configuration file to indicate that your application does not use a database.

- 1 **Open** <JRUBY_HOME>/samples/hello/config/environment.rb **in a text editor.**
- 2 **Remove the pound character (#) in front of line 21 to uncomment it so that it reads as:**

```
config.frameworks -= [ :active_record, :active_resource, :action_mailer ]
```

ActiveRecord supports database access for Rails applications. When you create model objects, you will most likely base them on ActiveRecord::Base.

- 3 **Save the file.**

Deploying and Running the Application

As described in “[JRuby on Rails, the GlassFish v3 Application Server, and the GlassFish v3 Gem](#)” on page 6, you have two ways to deploy your Rails application on the GlassFish v3 Application Server:

- Deploy it natively as a directory using the `asadmin` command.
- Deploy it using the GlassFish v3 Gem

This section shows you how to deploy the hello application you created with the previous section natively and with the GlassFish v3 Gem and how to run the application in your web browser. You can use these same instructions to deploy a legacy Rails application as well.

▼ Deploying a Rails Application as a Directory

You can use directory-based deployment to deploy any Rails application natively to the GlassFish v3 Application Server. To natively deploy the hello application to the Application Server:

- 1 Set JRUBY_HOME to the path to your JRuby installation as the last line in one of the following files, located in the `config` directory of your Application Server installation:**
 - **For Windows systems:** `asenv.bat`
 - **For Unix systems:** `asenv.conf`
- 2 Save the file.**
- 3 Start the application server.**
- 4 Go to `<JRUBY_HOME>/samples`.**
- 5 Deploy the hello application by running the `asadmin` command from your GlassFish v3 Application Server installation:**
`<AS_HOME>/bin/asadmin deploy hello`
- 6 Run the hello application using the following URL in your browser:**
`http://localhost:8080/hello/home/index`

▼ Deploying a Rails Application to the GlassFish V3 Gem

1 Go to `<JRUBY_HOME>/samples`.

2 Deploy the hello application by running the following command:

```
jruby -S glassfish_rails hello
```

When the GlassFish instance is finished launching, you should see some output like the following:

```
INFO: Rails instance instantiation took : 37754ms
```

3 Run the application using the following URL in your web browser:

```
http://localhost:3000/home/index
```

You should now see the following message in your browser window:

```
Welcome to JRuby on Rails on the GlassFish V3 Application Server!
```

Notice that the GlassFish v3 Gem runs on port 3000, not 8080.

Accessing a Database From a Rails Application

One of the main functions of Rails is to make a quick-and-easy task of creating an application that accesses a database. This section shows you the steps to create a simple application that accesses a book database using MySQL. It assumes that you've already installed JRuby 1.1.1, Rails 2.0.2, and the required Gems.

▼ Setting Up the MySQL Database Server

1 Download and install the [MySQL 5.0 Community Server](http://dev.mysql.com/downloads/mysql/5.0.html#downloads) (<http://dev.mysql.com/downloads/mysql/5.0.html#downloads>)

2 Configure the server according to the MySQL documentation, including entering a root password.

3 Start the server.

▼ Creating a Database-Backed Rails Application

1 Go to the `<JRUBY_HOME>/samples` directory of your JRuby 1.1.1 installation.

- 2 Create the `books` application template so that it is configured to use the MySQL database by running the following command:**

```
jruby -S rails books -d mysql
```

- 3 Go to the `books` directory you just created.**

- 4 Open `config/database.yml` in a text editor.**

- 5 Enter your MySQL root password where it asks for it under the development heading in the `database.yml` file.**

- 6 Go back to the `books` directory if you are not already there.**

- 7 Create the database by running the following command:**

```
jruby -S rake db:create
```

When the database creation is complete, you should see output that looks something like this:

```
** Execute db:create
```

The `rake` command invokes the Rake tool. The Rake tool builds applications by running Rake files, which are written in Ruby and provide instructions for building applications.

- 8 Create the scaffold and the `Book` model for the application by running the following command:**

```
jruby script/generate scaffold book title:string  
author:string isbn:string description:text
```

When you run the `script/generate` command you specify the name of the model, the names of the columns, and the types for the data contained in the columns.

A scaffold is the set of code that Rails generates to handle database operations for a model object, which is `Book` in this case. The scaffold consists of a controller and some views that allow users to perform the basic operations on a database, such as viewing the data, adding new records, and editing records. Rails also creates the model object when generating the scaffold.

- 9 Create the database tables by running the following command:**

```
jruby -S rake db:migrate
```

When Rails is finished creating the tables, you should see something like the following output:

```
CreateBooks: migrated (0.1322ms) =====
```

If you need to reset the database later, you can run `jruby -S rake db:reset`.

▼ Deploying and Running the Database-Backed Web Application

With this task, you will deploy the books application to the GlassFish v3 Gem. You can alternatively deploy it to your regular GlassFish v3 application server using directory-based deployment, as described in [“Deploying a Rails Application as a Directory” on page 11](#).

- 1 **Go to** `<JRUBY_HOME>/samples/books`.
- 2 **Deploy the application to the GlassFish V3 Gem by running the following command:**

```
jruby -S glassfish_rails books
```

- 3 **Run the application in your web browser using the following URL:**

```
http://localhost:3000/books
```

The opening page says “Listing books” and has an empty table, meaning that there are no book records in the database yet. To add book records to the table, do the next step.

- 4 **Add records to the table by clicking the New book link on the `index.html` page.**
- 5 **Enter the data for book on the `new.html` page and click Create.**

Accessing Java Libraries from a Rails Application

The primary advantage of developing with JRuby is that you have access to Java libraries from a Rails application. For example, say you want to create an image database and a web application that allows processing of the images. You can use Rails to set up the database-backed web application and use the powerful Java 2D™ API for processing the images on the server-side.

This section shows you how to get started using Java libraries in a Rails application while stepping you through building a simple Rails application that does basic image processing with the Java 2D API.

This application demonstrates the following concepts involved in using Java libraries in a Rails application:

- Giving your controller access to Java libraries.
- Creating constants to refer to Java classes.
- Performing file input and output using the `java.io` and `javax.imageio` packages.
- Assigning Java objects to Ruby objects.
- Calling Java methods and using variables.
- Converting arrays from Java language arrays to Ruby arrays.
- Streaming files to the client

For simplicity's sake, this application does not use a database. You will need a JPEG file to run this application.

▼ Creating the Rails Application That Accesses Java Libraries

- 1 **Go to** `<JRUBY_HOME>/samples`.
- 2 **Create an application by running this command:**

```
jruby -S rails imageprocess
```
- 3 **Open** `<JRUBY_HOME>/samples/imageprocess/config/environment.rb` **in a text editor.**
- 4 **Follow steps 2 and 3 from the instructions in section, “Using Rails Without a Database” on page 10.**
- 5 **Go to the** `<JRUBY_HOME>/samples/imageprocess` **directory you just created.**
- 6 **Create a controller and default view for the application by running this command:**

```
jruby script/generate controller home index
```
- 7 **Go to the** `<JRUBY_HOME>/samples/imageprocess/app/views/home` **directory.**
- 8 **Create a second view by copying the default view into a view called** `seeimage.html.erb`:

```
cp index.html.erb seeimage.html.erb
```

▼ Creating the Views That Display the Images Generated by Java2D Code.

With this task, you will perform the following tasks:

- Load an image on which you want to perform image processing with Java2D
- Make the initial view show the original image and provide a link that the user clicks to perform the `ColorConvertOp` image processing operation on it.
- Make the other view display the processed image.

- 1 **Find a JPEG image that you can use with this application.**
- 2 **Add the image to** `<JRUBY_HOME>/samples/imageprocess/public/image`.

- 3 **Go to** `<JRUBY_HOME>/samples/imageprocess/app/views/home`.
- 4 **Open** `index.html.erb` **in a text editor**.
- 5 **Replace the contents of this file with the following HTML markup:**

```
<html>
  <body>
    <p>
    <%= link_to "Perform a ColorConvertOp on this image", :action => "seeimage" %>
  </body>
</html>
```

This page loads an image from `<JRUBY_HOME>/samples/imageprocess/public/images` and provides a link that references to the `seeimage` action. The `seeimage` action maps to the `seeimage` view, which shows the processed image.

- 6 **Replace** `kids.jpg` **from line 3 of** `index.html.erb` **with the name of your image that you saved from step 3 of this procedure**.
- 7 **Save** `index.html.erb`.
- 8 **Open** `seeimage.html.erb` **in a text editor**.
- 9 **Replace the contents of this file with the following HTML markup:**

```
<html>
  <body>
    <p>
    <%= link_to "Back", :action => "index" %>
  </body>
</html>
```

The `img` tag on this page accesses the `processimage` action in `HomeController`. The `processimage` action is where you will put the Java2D code to process the image you loaded into `index.html.erb`.

▼ Adding Java2D Code to a Rails Controller

With this task, you will add the code to process your JPEG image.

- 1 **Add the following line to** `HomeController`, **right after the class declaration:**

```
include Java
```

This line is necessary for you to access any Java libraries from your controller.

2 Create a constant for the `BufferedImage` class so that you can refer to it by the shorter name:

```
BI = java.awt.image.BufferedImage
```

3 Add an empty action, called `seeimage`, at the end of the controller:

```
def seeimage
end
```

This action is mapped to the `seeimage.html.erb` view.

4 Give the controller access to your image file using `java.io.File`, making sure to use the name of your image in the path to the image file. Place the following line inside the `seeimage` action:

```
filename = "#{RAILS_ROOT}/public/images/kids.jpg"
imagefile = java.io.File.new(filename)
```

Notice that you don't need to declare the types of the variables, `filename` or `imagefile`. JRuby can tell that `filename` is a `String` and `imagefile` is a `java.io.File` instance because that's what you assigned them to be.

5 Read the file into a `BufferedImage` object and create a `Graphics2D` object from it so that you can perform the image processing on it. Add these lines directly after the previous two lines:

```
bi = javax.imageio.ImageIO.read(imagefile)
w = bi.getWidth()
h = bi.getHeight()
bi2 = BI.new(w, h, BI::TYPE_INT_RGB)
big = bi2.getGraphics()
big.drawImage(bi, 0, 0, nil)
bi = bi2
biFiltered = bi
```

Refer to [The Java Tutorial](#) for more information on the Java 2D API. The important points are :

- You can call Java methods in pretty much the same way in JRuby as you do in Java code
- You don't have to initialize any variables.
- You can just create a variable and assign anything to it. You don't need to give it a type.

6 Add the following code that converts the image to grayscale:

```
colorSpace = java.awt.color.ColorSpace.getInstance(
  java.awt.color.ColorSpace::CS_GRAY)
op = java.awt.image.ColorConvertOp.new(colorSpace, nil)
dest = op.filter(biFiltered, nil)
big.drawImage(dest, 0, 0, nil);
```

7 Stream the file to the browser:

```
os = java.io.ByteArrayOutputStream.new
javax.imageio.ImageIO.write(biFiltered, "jpeg", os)
string = String.from_java_bytes(os.toByteArray)
```

```
send_data string, :type => "image/jpeg", :disposition => "inline",  
  :filename => "newkids.jpg"
```

Sometimes you need to convert arrays from Ruby to Java code or from Java code to Ruby. In this case, you need to use the `from_java_bytes` routine to convert the bytes in the output stream to a Ruby string so that you can use it with `send_data` to stream the image to the browser. JRuby provides some other routines for converting types, such as `to_java` to convert from a Ruby Array to a Java String. See [Conversion of Types](#).

▼ Running a Rails Application That Uses Java 2D Code

1 Deploy the application on the GlassFish v3 Gem:

```
jruby -S glassfish_rails imageprocess
```

2 Run the application by entering the following URL into your browser:

```
http://localhost:3000/home/index
```

You should now see an image and a link that says, “Perform a ColorConvertOp on this image.”

3 Click the link.

You should now see a grayscale version of the image from the previous page.

Further Information

For more information on Ruby-on-Rails, JRuby, and JRuby on the GlassFish Application Server, see the following resources.

- [Ruby-on-Rails](#)
- [JRuby](#)
- [Scripting on the GlassFish Application Server](#)