



Hotwire Basics

What is Hotwire?

Hotwire stands for **HTML Over The Wire**. It's a collection of frameworks designed to build modern web applications without much JavaScript by sending HTML instead of JSON over the wire.

Components of Hotwire:

- Turbo Drive
- Turbo Frames
- Turbo Streams
- Stimulus

Turbo Drive

What it does:

Turbo Drive accelerates links and form submissions by intercepting them and rendering only the changed parts of the page.

How to use:

No setup required. Works automatically for all links and forms unless opted out.

Opting out:

Add `data-turbo="false"` to links or forms.

Example:

```
<a href="/home" data-turbo="false">Home</a>
```

Turbo Frames

What it does:

Allows you to update only a part of the page (a frame) without a full page reload.

How to use:

Wrap the content in a `<turbo-frame>` tag with a unique ID.

Example:

```
<turbo-frame id="messages">
  <!-- Content to be updated -->
</turbo-frame>
```

Updating a frame:

The server responds with HTML that includes a `<turbo-frame>` with the same ID.

Advanced Hotwire

Turbo Streams

What it does:

Turbo Streams deliver page changes over WebSocket, SSE, or in response to form submissions using CRUD-like actions.

Actions:

- `append`
- `prepend`
- `replace`
- `update`
- `remove`

Example:

```
<turbo-stream action="append" target="messages">
  <template>
    <div id="message_1">New message</div>
  </template>
</turbo-stream>
```

Stimulus

What it does:

Stimulus is a modest JavaScript framework that augments your HTML with just enough behavior to make it shine.

Core concepts:

- Controllers
- Actions
- Targets

Example Controller:

```
import { Controller } from
"@hotwired/stimulus"

export default class extends
Controller {
  static targets = ["name"]

  greet() {
    console.log(`Hello,
${this.nameTarget.value}!`)
  }
}
```

HTML Usage:

```
<div data-
controller="greeter">
  <input data-greeter-
target="name"
type="text">
  <button data-
action="click-
>greeter#greet">Greet</bu
tton>
</div>
```

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Hotwire in Ruby on Rails

Turbo Drive

Turbo Drive accelerates links and form submissions by avoiding full page reloads.

How to use:

Simply include Turbo in your application.js file.

Example:

```
# app/assets/javascripts/application.js
import "@hotwired/turbo-rails"
```

Benefits:

- Faster page loads
- Reduced server load
- Seamless user experience

Limitations:

- Not suitable for all types of navigation
- Requires careful handling of JavaScript events

Turbo Streams

Turbo Streams deliver page changes over WebSocket, SSE, or in response to form submissions.

How to use:

Use `turbo_stream` helpers in your controllers.

Example:

```
def create
  @message = Message.new(message_params)
  if @message.save
    turbo_stream
  else
    render :new
  end
end
```

Benefits:

- Real-time updates
- Efficient
- Easy to implement

Limitations:

- Requires WebSocket or SSE
- More complex setup

Turbo Frames

Turbo Frames allow you to update parts of a page without a full reload.

How to use:

Wrap the content you want to update in a `<turbo-frame>` tag.

Example:

```
<turbo-frame id="messages">
  <!-- Content to be updated -->
</turbo-frame>
```

Benefits:

- Partial updates
- Better performance
- Simplified code

Limitations:

- Limited to frame content
- Requires server-side support

Stimulus

Stimulus is a modest JavaScript framework for adding behavior to your HTML.

How to use:

Create controllers and connect them to your HTML with data attributes.

Example:

```
// app/javascript/controllers/hello_controller.js
import { Controller } from "@hotwired/stimulus"

export default class extends Controller {
  connect() {
    console.log("Hello, Stimulus!")
  }
}
```

Benefits:

- Lightweight
- Easy to learn
- Integrates well with Turbo

Limitations:

- Not a full-fledged framework
- Limited functionality