

Play!



1.0.2.1 cheat sheet

Java extensions - convenience methods on view template expressions

array.add(value)

Adds *value* to the end of the array.

string.addSlashes()

Backslash-escapes single and double quotes.

map.asAttr()

Formats the map as HTML attributes.

map.asAttr(condition)

Formats HTML attributes if the condition is true.

timestamp.asdate(format)

Formats a *long* timestamp as a date.

timestamp.asdate(format, language)

Formats a *long* as a date in the given language.

string.asXml()

Parses the given XML string.

string.camelCase()

Formats the string in camel case, e.g. *InCamelCase*.

object.capAll()

Capitalises every word in the object's *toString()*.

object.capFirst()

Capitalises the first word in the object's *toString()*.

string.capitalizeWords()

Capitalises every word in the string.

array.contains(string)

Returns *true* if the *String* array contains the given string.

string.cut(substring)

Removes occurrences of the substring from the string.

number.divisibleBy(divisor)

Returns *true* if the number is divisible by the divisor.

object.escape()

HTML-escapes the object's *toString()*.

string.escapeHtml()

Escapes reserved HTML characters.

string.escapeJavaScript()

Escapes reserved JavaScript characters.

string.escapeXml()

Escapes reserved XML characters.

date.format(format)

Formats the date using the pattern.

date.format(format, language)

Formats the date using the pattern and language.

number.format(format)

Formats the number using the pattern.

number.formatCurrency(currencyCode)

Formats the number as the given currency.

long.formatSize()

Formats a number of bytes as a file size, with units.

collection.join(separator)

Formats the collection with a separator between items.

collection.last()

Returns the last item in the collection.

string.nl2br()

Replaces newline characters with HTML *
* tags.

string.noAccents()

Removes accents from the letters in the string.

string.pad(length)

Pads the string with * * up to the given length.

number.page(pageSize)

Returns a page number for the given item number.

collection.pluralize(), number.pluralize()

Returns an 's' when the collection size/number is not 1.

collection.pluralize(plural), number.pluralize(plural)

Returns the plural for the collection size or number.

collection.pluralize(forms), number.pluralize(forms)

Returns the plural form for the collection or number.

object.raw()

Returns the object without template escaping.

object.raw(condition)

Returns the unescaped object if the condition is true.

array.remove(string)

Returns the array, with the string removed.

date.since()

Formats the date as how long ago before now.

date.since(condition)

Like *since()*, but only up to 1 month if condition is true.

string.slugify()

Formats the string as a 'slug' for use in URLs.

string.urlEncode()

URL-encodes the string, for use in query strings.

object.yesNo('yes', 'no')

Returns 'yes' if the object evaluates to *true*, or 'no'.

Command line - play command

auto-test

Automatically run all application tests

build-module

Build and package a module

classpath

Display the computed classpath

clean

Delete temporary files (including the bytecode cache)

eclipsefy

Create all Eclipse configuration files

help

Display help on a specific command

id

Define the framework ID

idealize

Create all IntelliJ Idea configuration files

install

Install a module

javadoc

Generate your application Javadoc

list-modules

List modules available from the module repository

modules

Display the computed modules list

netbeansify

Create all NetBeans configuration files

new

Create a new application

new-module

Create a new module

out

Follow logs/system.out file

pid

Show a running application's process ID

precompile

Precompile all Java sources and templates

run

Run the application in the current shell

restart

Restart the running application

secret

Generate a new secret key

status

Display the running application's status

start

Start the application in the background

stop

Stop the running application

test

Run the application in test mode in the current shell

war

Export the application as a standalone WAR archive

Template tags - `#{tag parameters} ... #{/tag}` - `#{emptyTag /}`

'...' indicates a tag body, e.g. `#{if condition} ... #{/if}`

a @Application.logout() ...

HTML link to a controller action.

doLayout

Insert sub-template contents.

else ...

After *if*, when false. After *list*, when empty.

elseif tasks.size() == 0 ...

Evaluate the tag body if the condition is true.

extends 'main.xhtml'

Extend from another template.

field 'user.name'

Define *field*, with *id*, *name*, *value*, *error* properties.

form @Client.create(), id:'createForm' ...

HTML form; method and URL from routes.

get 'title'

Retrieve value defined with *set* tag.

i18n

Export localised messages in JavaScript.

if user.countryCode == 'en' ...

Evaluate the tag body if the condition is true.

ifnot tasks ...

Evaluate the tag body if the condition is false.

include 'tree.html'

Include another template.

jsAction @Users.show('id')

Return a JavaScript function for a server action.

list users, as:'user'

Iterate over a collection.

set title:'Admin'

Define a value for use with the *get* tag.

Also refer to the complete Play framework documentation online at <http://www.playframework.org/documentation>

Play 1.0 cheat sheet revision 3, by Peter Hilton, Copyright ©2010 Lunatech Research - <http://www.lunatech.com/>