Hightide Documentation

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Ground Zero Labs

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Introduction to Hightide

Getting Started

2.1 Installing Hightide

2.1.1 Requirements

You need Java SDK v1.8 to run Hightide. Check your current java installation:

\$ java -version

2.1.2 Manual Installation

You can manually download Hightide's distribution and extract it on your preferred directory. You will need to setup HIGHTIDE_HOME environment variable and add distibution's /bin directory to your PATH variable.

2.1.3 Homebrew Installation [Mac OS X]

For mac users you can also install Hightide using Homebrew:

```
$ brew install hightide
```

2.2 Creating your first application

Once you're done with the installation, check if Hightide is successfully installed using the following command:

\$ hightide

You should see something like the following output:



hightide>

You can now create a new Hightide application from Hightide's shell prompt:

hightide> new mynewapp

or straight from your command line prompt:

\$ hightide new mynewapp

NOTE: All Hightide commands can be executed either from Hightide's shell or command line¹. More information on Hightide Shell available *here*

The above command will create a new directory named mynewapp and all necessary files to run a Hightide application, using the default Hightide prototype.

Application prototypes is a very usefull concept and the default way of making a new application in Hightide.

 $^{^1}$ Except the exit command!

Using the command line

...at least if there's nothing better to use!

Boilerplate-free code

Configuring Hightide application

Routing application requests

Working with Resources

Hightide embraces REST architecture as much as possible. So, Resources are a fundamental part of the framework. In conjuction with routing they propably are the most significant parts of Hightide.

7.1 Adding validation

7.2 Storing in a database

Processing the requests

Preparing the response

Securing your application

Internationalization

It's all about testing

Preparing your release

Indices and tables

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