

Commands

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Your First Command

Commands are shaped classes that define a sub-command for `mininim`. One example that you may already be familiar with from previous chapters is the `mininim serve` command which is added by the `mininim/web` package. Adding your own sub-command is pretty simple. Let's begin by creating our file `local/commands/Welcome.nim`.

Imports

In order to be able to shape our command, we'll want to make sure we add the following imports:

```
import
  mininim,
  mininim/cli
```

Type, Methods, Properties

You can use the provided `Process` class and extend it as follows:

```
type
  Welcome = ref object of Process
```

This will add the base `execute` method for overloading. Default behavior will simply return `0`. Or, alternatively, you can define your own class directly, so long as it conforms to the `CommandConcept`:

```
CommandConcept* = concept Process
  Process.execute(Console) is int
```

`Process.execute(Console): int`

The `execute` method is the actual logic that is executed when your command is run. As with any CLI application, we want to make sure we return an integer `0` for success, anything else for failure.

```
begin Welcome:
  method execute(console: Console): int =
    echo "Hello Mininim!"
```

```
result = 0
```

Shape

Now we just need to give our command shape:

```
shape Welcome: @[
  Command(
    name: "welcome",
    description: "Show the welcome message",
  )
]
```

Running

Recompile and run:

```
bin/mininim welcome
```