

Лекция 4

ХЭШИ

- a1 Hash. [] ("flat", 3, "curved", 2)
- a2 Hash. [] ("flat"=>3, "curved"=>2)
- b1 Hash["flat",3,"curved",21
- b2 Hash["flat"=>3,"curved"=>2]
- c1 = {"flat",3,"curved",21}
- c2 = {"flat"=>3,"curved"=>21

ХЭШИ

- `d = Hash.new` # Создать пустой хэш
- `e = Hash.new(99)` # Создать пустой хэш
- `f = Hash.new("a"=>3)` # Создать пустой хэш
- `e["angled"]` # 99
- `e.inspect` # {}
- `f["b"]` # {"a"=>3} (значением по умолчанию
- `#` является тоже хэш)
- `f.inspect` # !}

ХЭШИ

- `a = Hash.new("missing")`
- `a["hello"]`
- `a.default = "nothing"`
- `a["hello"]`
- `a["good"] << "bye"`
- `a.default`
- `#` объект по умолчанию - строка `"missing"`
- `# "missing"`
- `# "nothing"`
- `# "noth::ngbye"`
- `# "noth:.ngbye"`

ХЭШИ

- `a.store("angled",5)`
- `a.fetch("flat")` `# 3`
- `a[] ("flat")` `# 3`
- `a ["flat"]` `# 3`
- `a["bent"]` `# nil`

ХЭШИ

- $a = (1 \Rightarrow 2, 3 \Rightarrow 4)$
- $b = a.\text{shift}$
- $a = \{1 \Rightarrow 1, 2 \Rightarrow 4, 3 \Rightarrow 9, 4 \Rightarrow 16\}$
- $a.\text{delete}(3)$ 9
- $a.\text{delete}(5)$
- $a.\text{delete}(6) \{ \text{"не найдено"} \}$
- delete_if
- reject
- reject!

ХЭШИ

- `{"a"=>3,"b"=>2}.each do |key, val|`
- `print val, "из", key, ";"` `# 3 из а ; 2 из б ;`
- `end`
- `each_key`
- `each_value`
- `b = a.invert`
- `a = {"a"=>1,"b"=>2}`
- `a.has_key? "c"` `# false`
- `a.include? "a"` `# true`
- `a.key? 2` `# false`
- `a.member? "b"` `# true`

ХЭШИ

- `a.empty?` `# false`
- `a.length` `# 2`
- `a.has_value? 2` `# true`
- `a.value? 99` `# false`
- `h = {"a"=> 1, "b" => 2}`
- `b=h.to_a` `# [{"a", 1}, {"b", 2}]`
- `a=b.to_h`

ХЭШИ

- `h.keys`
- `h.values`
- `h =`
`{1=>"one",2=>"two",3=>"three",4=>"four","cinco"=>"five"}`
- `h.values_at(3,"cinco",4)`
- `h.values_at(1,3)`

ХЭШИ

- `names.detect { |k, v | v=="tucker" }`
- `# ["joe", "tucker"]`
- `names.find { |k, v | v==v.upcase }`
- `select`
- `find_all`
- `list = names.sort`
- `list1 =list.to_h`
- `new_dict = dict.merge(added)`
- `new_dict = dict.rmerge(added) { |key,old,new |
old < new? old: new }`

ХЭШИ

- `a = {"a" => 1, "b" => 2, "z" => 3}`
- `b = {"x" => 99, "y" => 88, "z" => 77}`
- `intersection = a.keys & b.keys`
- `difference = a.keys - b.keys`
- `c = a.dup.update(b)`
- `inter = {}`
- `intersection.each { |k| inter[k]=c[k]}`
- `# inter равно {"z"=>77}`
- `diff={}`
- `difference.each { |k| diff[k]=c[k]}`
- `# diff равно {"a"=>1, "b"=>2}`

Перечислимые структуры

- `sum = names.inject(0) { |x,n| x+n }`
- `sum = 0`
- `nums.each { |n| sum += n }`
- `words = %w[alpha beta gamma delta epsilon
eta theta]`
- `longest_word = words.inject do |best,w|`
- `w.length > best.length? w : best`
- `end`

Перечислимые структуры

- `flag1 = nums.any? { |x| x % 2 == 0 }`
- `flag1 = nums.all? { |x| x % 2 == 0 }`
- `flag1 = list.all?`
- `squares = nums.partition do |x|`
- `Math.sqrt(x).to_i**2 == x`
- `end`
- `mod3 = nums.group_by { |x| x % 3 }`
- `arr.each_slice(3) do ...`
- `arr.each_cons(3) do`

Перечислимые структуры

- each
- getline
- each_line
- list.each.with_index do |x,i| ...
- find_index
- first
- last
- one? блоки
- none? Блоки
- count
- minmax

Перечислимые структуры

- `hash = {1 => 2, 3 => 6, 4 => 8, 3 => 10, 7 -> 14}`
- `arr1 = hash.take(2)`
- `arr2 = hash.take_while {|k,v| v <= 8}`
- `arr1 = hash.drop(2)`
- `range.reduce(2,:*)`
- `array.to_set`
- `array.to_json`

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Множества

- `s1 = Set[3,4,5]`
- `arr = (3, 4, 5)`
- `s2 Set.new(arr)`
- `s3 = Set.new(arr) { |x| x.to_s }`
- `a = x.union(y)`
- `b = x | y`
- `c = x + y`
- `a = x.intersection(y)`
- `b = x & y`
- `diff = Set[1,2,3] - Set[3,4,5]`

Множества

- member?
- include?
- empty?
- clear
- `x = Set[3,4,5]`
- `y = Set[3,4]`
- `x.subset?(y)` # false
- `y.subset?(x)`
- `proper_subset?`
- `superset?`
- `classify` блок

Файлы

- `file1 = File.new("one")`
- `file2 = File.new("two", "w")`
- `out = File.new("captains.log", "w")`
- `out.close`
- `trans = File.open("transactions", "w")`
- `File.open ("sor.iefi1.e", "w") do |file|`
- `file.puts "Строка 1"`
- `file.puts "Строка 2"`
- `file.puts "Третья "`
- `end`
- `File.new("file1", "r+")`
- `File.new("file2", "w+")`
- `tell`
- `pos`

Файлы

- `diskfile = File.new ("foofile", "w")`
- `puts "Привет ... "`
- `$stdout = diskfile`
- `puts "Пока!"`
- `diskfile.close`
- `$stdout = STDOUT`
- `puts "Это все."`
- `readline`
- `readlines`

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ВВОД ВЫВОД

- `print "Привет ... "`
- `STDOUT.flush`
- `sleep 10`
- `print "Пока"\n«`

БД

- require 'mysql2'
- client = Mysql2: :Client.new(
 :host => "localhost",
 :username => "root")
- client.query("CREATE DATABASE list")
- client.query("USE list")
- client.query("CREATE TABLE members (
 name varchar(1024), email varchar(:C24))")
- client.query <<-SQL
- INSERT INTO members VALUES
- ('John Doe', 'jdoe@rubynew.com'),
- ('Fred Smith', 'smithf@rubyexpert .com')

ООП

- class ColoredRectangle

```
def initialize(r, g, b, sl, s2)
  @r, @g, @b, @sl, @s2 = r, g, b, sl, s2
end

def self.white_rect(sl, s2)
  new(0xff, 0xff, 0xff, sl, s2)
end

def self.gray_rect(sl, s2)
  new(0x88, 0x88, 0x88, sl, s2)
end
```


ООП

```
class PersonalComputer
  attr_accessor :manufacturer,
                :mociel, :processor,
:clock,
                :ram, :disk, :monitor,
                :colors, :vres, :hres,
::1et
  def initialize &block
    instance_eval &block
  end
end
```

```
desktop = PersonalComputer.new do
  self.manufacturer = "Acme"
  self.model = "THX-1138"
  self.processor = "986"
  self.clock = 9.6
  self.ram = 16
  self.disk = 20
  self.monitor = 25
  self.colors = 16777216
  self.vres = 1280
  self.hres = 1600
self.net = "T3 11
end
```

ООП

```
class Metal
  @@current_temp = 70
  attr_accessor :atomic_number

  def self.current_temp=(x)
    @@current_temp = x
  end
  def self.current_temp
    @@current_temp
  end
  def liquid?
    @@current_temp >= @melting
  end
  def initialize(atnum, melt)
    @atomic number = atnum
    @melting = melt
  end
end
```

ООП

```
class Person
  attr reader :name, :age, :pay_scale
  protected :age
  private :pay_scale

  def initialize(name, age, pay_scale)
    @name, @age, @pay_scale = name, age, pay_scale
  end

  def <=>(other)
    age <=> other.age
  end

  def same_rank?(other)
    pay_scale == other.pay_scale
  end

  def rank
    case pay_scale
    when 1 .. 3
      "lower"
    when 4 .. 6
      "middle"
    when 7 .. 9
      "high"
    end
  end
end
```