

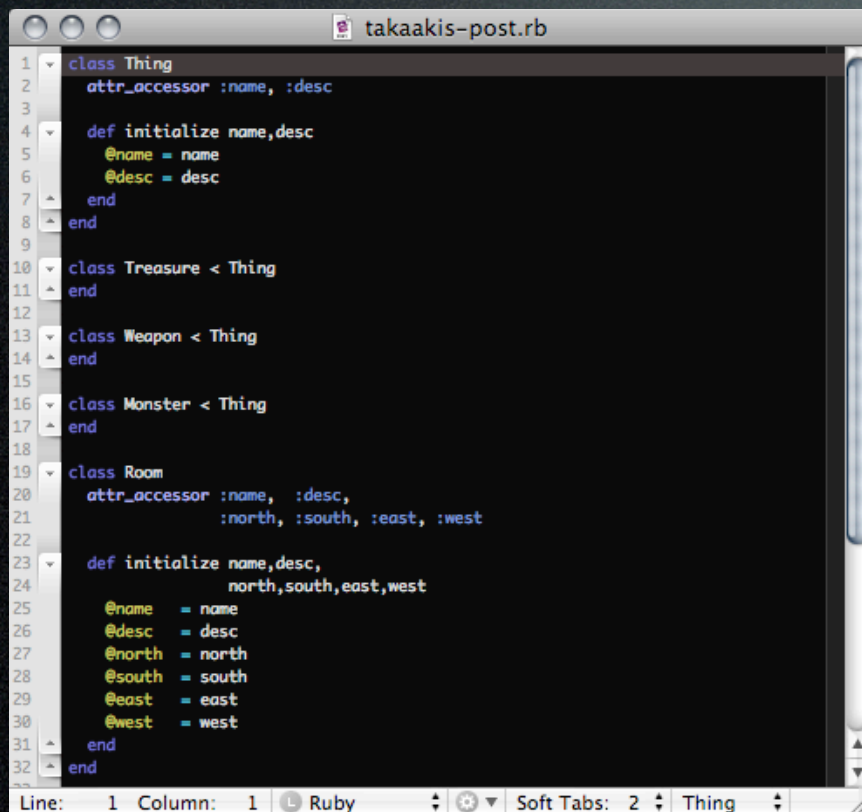
Posting Your Code

A guide to posting your code on the forums
at www.rubylearning.org.

Now that you've learned some Ruby, it's time to share it with the world!

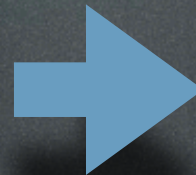
How can we do that?

How can we make it look like it does in our editor?



```
1 class Thing
2   attr_accessor :name, :desc
3
4   def initialize name, desc
5     @name = name
6     @desc = desc
7   end
8 end
9
10 class Treasure < Thing
11 end
12
13 class Weapon < Thing
14 end
15
16 class Monster < Thing
17 end
18
19 class Room
20   attr_accessor :name, :desc,
21                 :north, :south, :east, :west
22
23   def initialize name, desc,
24                 north, south, east, west
25     @name = name
26     @desc = desc
27     @north = north
28     @south = south
29     @east = east
30     @west = west
31   end
32 end
```

???



Re: L7E5 Discussion - Game

```
class Thing
  attr_accessor :name, :desc

  def initialize name, desc
    @name = name
    @desc = desc
  end
end

class Treasure < Thing
end

class Weapon < Thing
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class Monster < Thing
end

class Room
  attr_accessor :name, :desc,
                :north, :south, :east, :west

  def initialize name, desc,
                north, south, east, west
    @name = name
    @desc = desc
    @north = north
    @south = south
    @east = east
    @west = west
  end
end
```

[Show parent](#) | [Edit](#) | [Delete](#) | [Reply](#)

Moodle-autoformat

- Writing text in Moodle works pretty much the way you would expect, but you also have the ability to include "smilies", "URL addresses" and some HTML tags in your text.

Emoticons

	smile	: -)		sad	: - (
	big grin	: - D		shy	8 - .
	wink	; -)		blush	: - I
	mixed	: - /		kisses	: - X
	thoughtful	v - .		clown	: o)
	tongue out	: - P		black eye	P -
	cool	B -)		angry	8 - [
	approve	^ -)		dead	xx - P
	wide eyes	8 -)		sleepy	- .
	surprise	8 - o		evil	} -]

URLs


- Any "word" starting with [www.](#) or [http://](#) will automatically be turned into a clickable link.
- For example, www.yahoo.com and <http://curtin.edu>


HTML tags

You can use a limited set of HTML tags.

HTML tags	Produces
<code> bold </code>	bold text
<code><i> italic </i></code>	<i>italic text</i>
<code><u> underline </u></code>	<u>underlined text</u>
<code> example </code>	example
<code> one two </code>	<ul style="list-style-type: none">• one• two
<code><hr /></code>	<hr/>

The exercises in this course are each given a thread in the lesson forum; it is there where your solution can be posted.

**L7E5 Discussion - Game**
by [Satish Talim](#) - Friday, 28 November 2008, 08:05 PM

 **Exercise5.** Here's code for the part of a game that saves the game state to a file. As a deterrent against cheating, when the game loads a save file it performs a simple check against the file's modification time. If it differs from the timestamp recorded inside the file, the game refuses to load the save file.

The `save_game` method is responsible for recording the timestamp:

```
def save_game(file)
  score = 1000
  open(file, "w") do |f|
    f.puts(score)
    f.puts(Time.new.to_i)
  end
end
```


The `load_game` method is responsible for comparing the timestamp within the file to the time the filesystem has associated with the file. Write the `load_game(file)` method.

This mechanism can detect simple forms of cheating:

```
save_game("game.sav")
sleep(2)
load_game("game.sav") # => "Your saved score is 1000."
# Now let's cheat by increasing our score to 9000
open("game.sav", "r+b") { |f| f.write("9") }
load_game("game.sav") # RuntimeError: I suspect you of cheating.
```

Since it's possible to modify a file's times with tools like the Unix `touch` command, you shouldn't depend on these methods to defend you against a skilled attacker actively trying to fool your program.

Read up on `sleep` method and `Time` class.

[Reply](#) 

Once you find the thread you're going to post to, press the Reply link.

Like magic, a textbox
like this will appear.

Your reply

Subject*

Message* ?

Format ?

Subscription ?

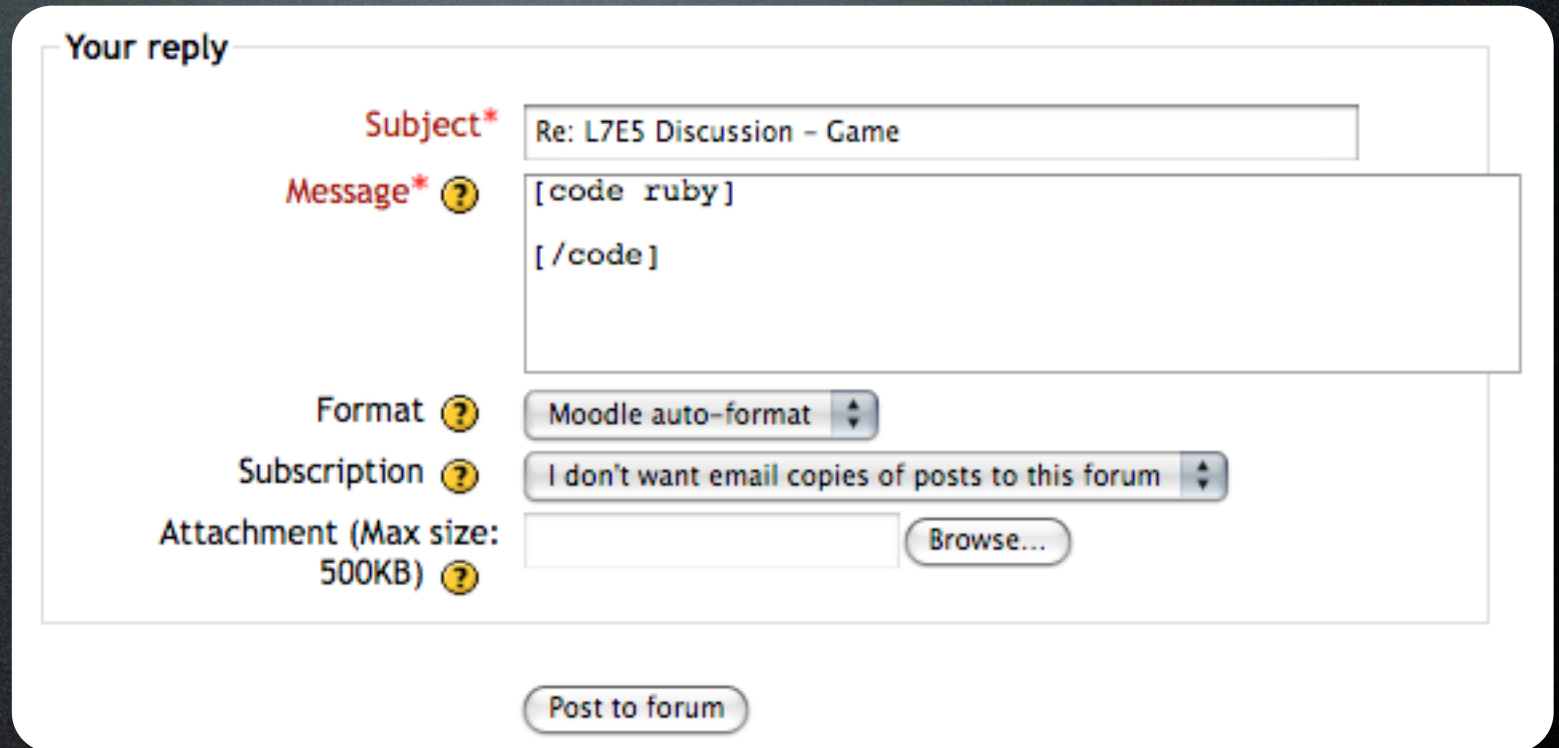
Attachment (Max size: 500KB) ?

Now, the fun stuff.
Kind of.

In order for the
forum to format
your code properly,
it needs to be
surrounded by a
pair of tags:

`[code ruby]`

`[/code]`



The image shows a 'Your reply' form in a Moodle forum. The form has several fields and options:

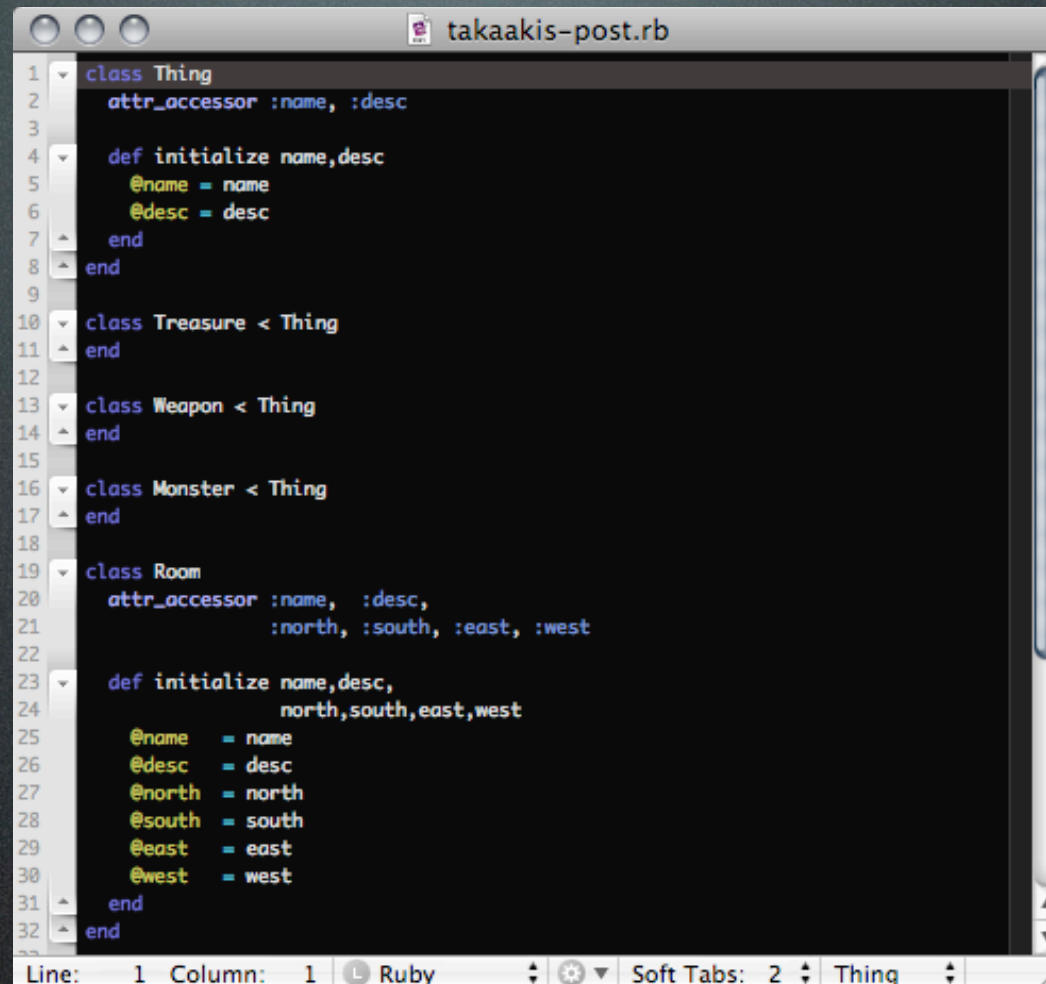
- Subject***: A text input field containing 'Re: L7E5 Discussion - Game'.
- Message***: A large text area containing the code tags `[code ruby]` and `[/code]`.
- Format**: A dropdown menu set to 'Moodle auto-format'.
- Subscription**: A dropdown menu set to 'I don't want email copies of posts to this forum'.
- Attachment (Max size: 500KB)**: A text input field for the filename and a 'Browse...' button.
- Post to forum**: A button at the bottom of the form.

Let's get the textbox ready to paste our code.

Go ahead and type the tags in now, we'll get the code next.

Yes, just like the picture.

Okay, you're doing great. Let's go get your code. Switch over to your editor (or IDE).



```
1 class Thing
2   attr_accessor :name, :desc
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4   def initialize name, desc
5     @name = name
6     @desc = desc
7   end
8 end
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10 class Treasure < Thing
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23   def initialize name, desc,
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25     @name = name
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31   end
32 end
```

Before we can copy the code over, we have to do one thing.

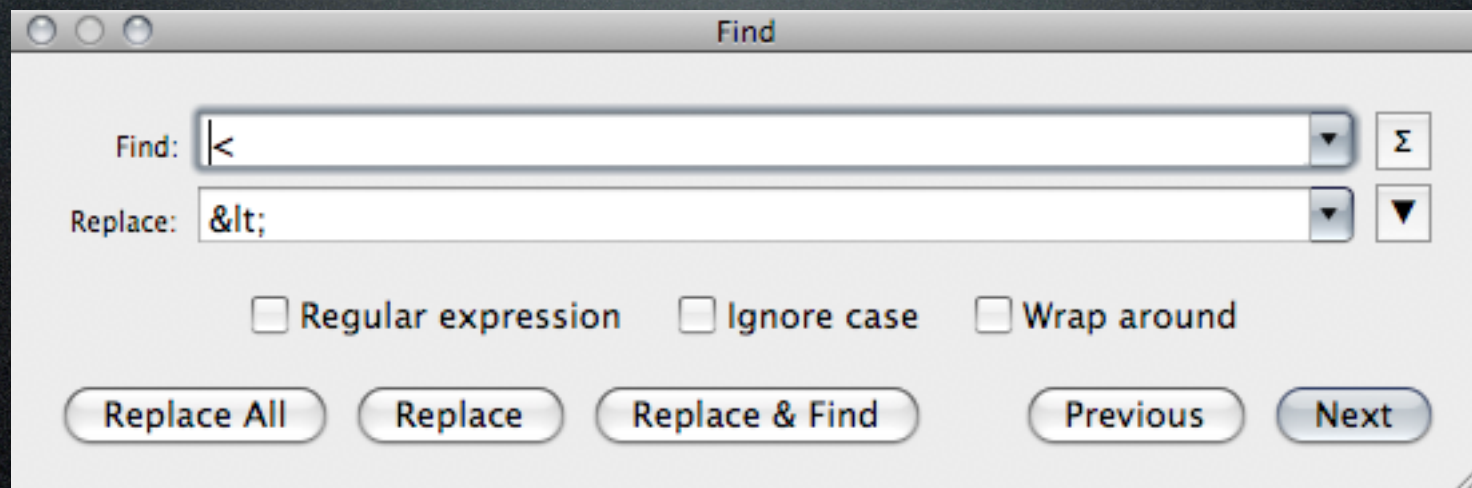
Find all `<` signs in your code. All of them.

Single ones like `<` and double ones like `<<`.

Replace each one with **<** .

Again, that's change all the 'less-than' signs to an 'ampersand + l + t + semicolon'.

If you have two in a row, like <<, replace with **<<**.



It will go from this:

To this:

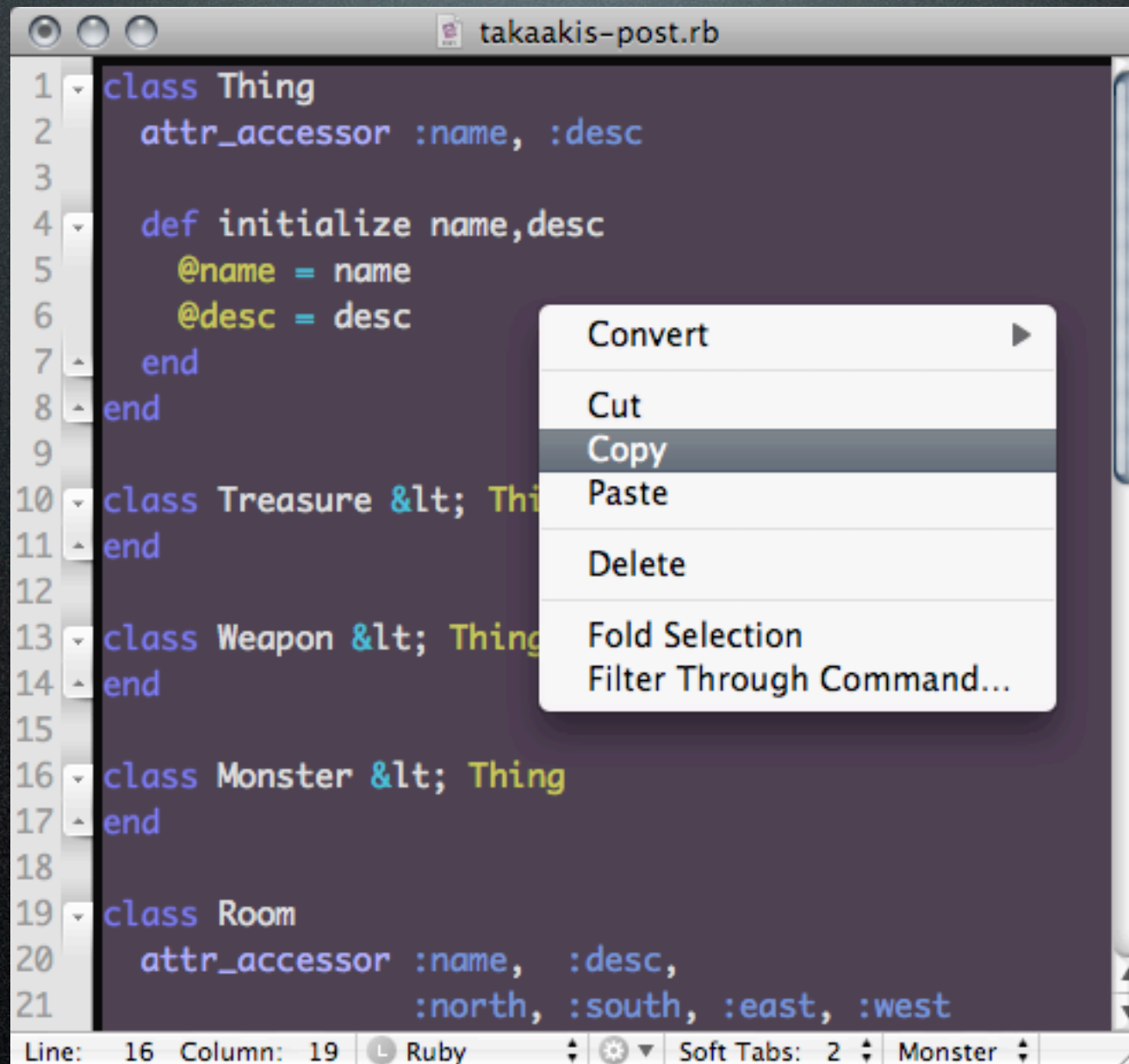
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19 class Room
20   attr_accessor :name, :desc,
21                 :north, :south
```

Line: 1 Column: 1 Ruby

```
1 class Thing
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19 class Room
20   attr_accessor :name, :desc,
21                 :north, :south, :east, :west
```

Line: 17 Column: 29 Ruby Soft Tabs: 2 Monster

Now, select and copy your code and let's head back to the forum!



The screenshot shows a code editor window with the title 'takaakis-post.rb'. The code defines a class hierarchy in Ruby:

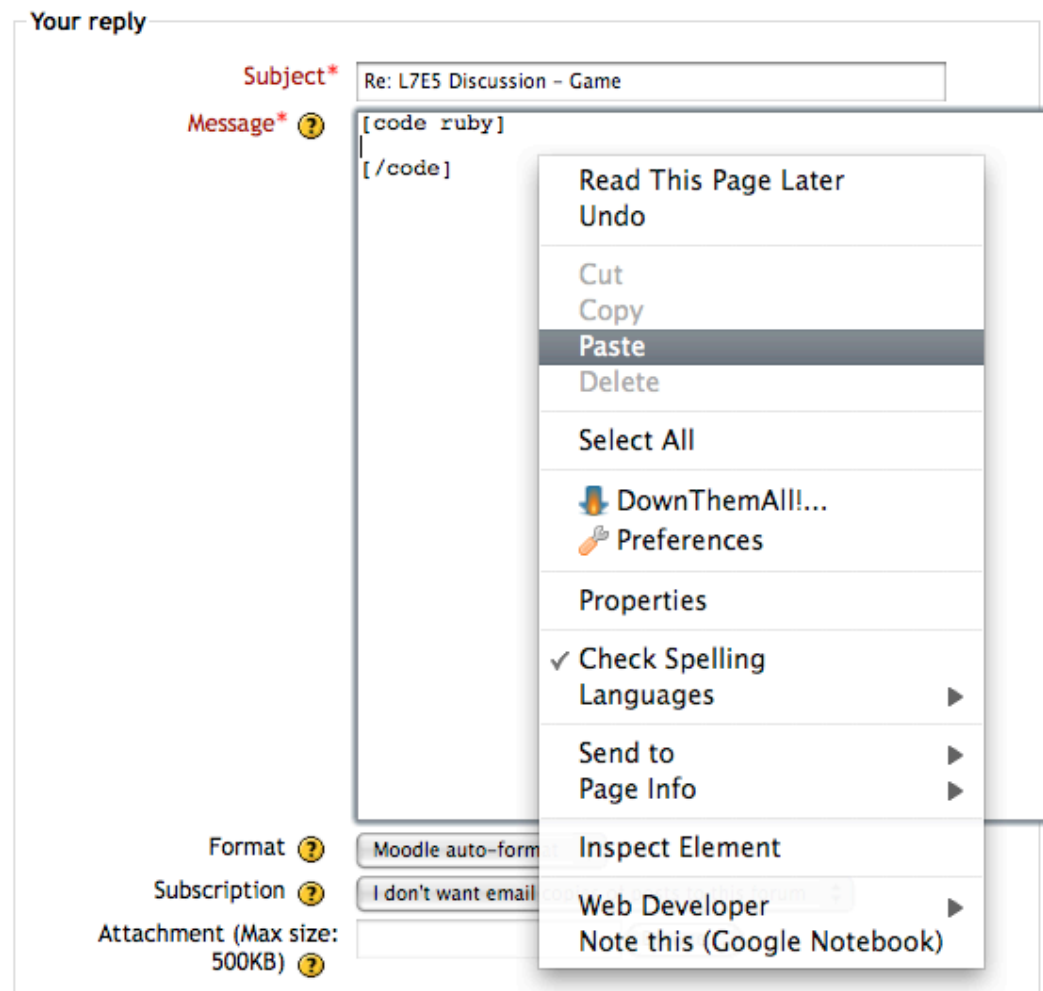
```
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19 class Room
20   attr_accessor :name, :desc,
21                 :north, :south, :east, :west
```

A context menu is open over the code, with the 'Copy' option highlighted. The menu options are:

- Convert
- Cut
- Copy
- Paste
- Delete
- Fold Selection
- Filter Through Command...

The status bar at the bottom indicates 'Line: 16 Column: 19' and shows the file is edited in 'Ruby' mode. Other status information includes 'Soft Tabs: 2' and the current selection is 'Monster'.

Let's paste the code in between the `[code ruby]` and `[/code]` tags we set up earlier.



You didn't forget about that already, did you?

Look good?

Your reply

Subject*

Re: L7E5 Discussion - Game

Message* ?

```
[code ruby]
class Thing
  attr_accessor :name, :desc

  def initialize name, desc
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    @desc = desc
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end

class Treasure < Thing
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    @north = north
    @south = south
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    @west = west
  end
end
```

Format ?

Moodle auto-format

Subscription ?

I don't want email copies of posts to this forum

Attachment (Max size: 500KB)

?

Browse...

Then press submit!

Re: L7E5 Discussion - Game

```
class Thing
  attr_accessor :name, :desc

  def initialize name, desc
    @name = name
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class Room
  attr_accessor :name, :desc,
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  def initialize name, desc,
                north, south, east, west
    @name    = name
    @desc    = desc
    @north   = north
    @south   = south
    @east    = east
    @west    = west
  end
end
```

[Show parent](#) | [Edit](#) | [Delete](#) | [Reply](#)

Beautiful, isn't it?

Written by Lowell Vizon with artwork by Takaaki Kato in 2008, with input from almost everyone; originally produced for use at
www.rubylearning.org

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That's the one that says you can do as you please, just retain attribution.
Have fun!