SWE2034 – Ruby Programming Lab 1

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**Variables and Methods:**

* + a.class – Prints the Datatype (Class)
  + a.kindof?(Integer) – returns bool value
  + puts a.to\_s – convert to string
  + puts (a.even?) – returns if it is even or not (bool)
  + puts(a.odd?) – returns if it is odd or not (bool)
  + a.ceil – returns ceil value of a
  + a.floor – returns floor value of a
  + a.round – rounds value of a
  + a.next – next number to a
  + a.pred – predecessor of a
  + a.gcd(b) – gcd of a and b
  + a.lcm(b) – lcm of a and b
  + a.pow(b) – a to the power of b
  + a.modulo(b) – a modulo b
  + a.bit\_length – bit length of a
  + a.non\_zero? – returns if a is non-zero or not (bool)
  + a.abs – returns absolute value of a
  + a.rationalize – rationalizes the value of an and prints it in the format of p/q
  + a.gcdlcm(b) – returns an array of [gcd,lcm] of a,b
  + a.size – prints the byte size of a







