Ruby Lab Exercise – 2

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1. Method with and without Arguments:

Code:

#Method With Arguments

module Methods

    class MethodArg

        def sum(a,b)

            c = a+b

            puts "Sum of #{a} and #{b} is #{c}"

        end

    end

    class MethodNoArg

        def sum()

            a=10

            b=12

            c=30

            d = a+b+c

            puts "Sum of Non Argument Method is #{d}"

        end

    end

end

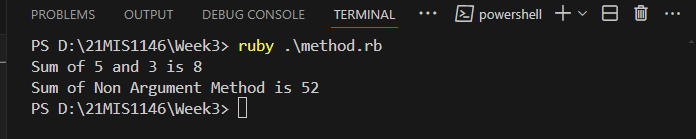
s1 = Methods::MethodArg.new

s2 = Methods::MethodNoArg.new

s1.sum(5,3)

s2.sum()

Output:



1. Create methods with two different symbols other than ‘?’ and ‘=’

Code:

class MethodSymbols

    def hello;

        puts "Hello Suryakumar"

    end

    def bye!(fname="Surya",lname="kumar")

        puts "Bye #{fname+lname}"

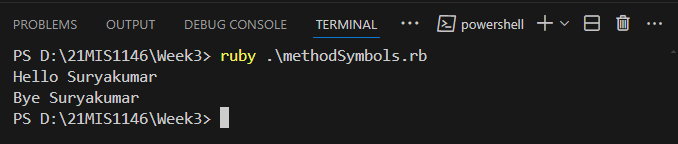
    end

end

name = MethodSymbols.new

name.hello;

name.bye!

Output:  


1. A Program using Instance Method

Code:

class Dog

    def initialize(name, breed)

      @name = name

      @breed = breed

    end

    def fetch(item)

      puts "#{@name} fetches the #{item}."

    end

    def bark

      puts "#{@breed} barks Woof woof!"

    end

end

my\_dog = Dog.new("Tommy", "Golden Retriever")

my\_dog.fetch("Ball")

my\_dog.bark

Output:

