

Review on Ruby

Ruby Properties

- Everything in Ruby is an object even literals and classes
- (A **literal** is a special syntax in the **Ruby** language that creates an object of a specific type, like Number literals, array Literals, String literals)
- Variables need not to be declared
Example: `x=5`
- Ruby is a dynamic language
`X=6`
`X="hi"`
- No special `main()` function
- Parallel assignment is possible in Ruby:
`x=0, y=3`
`x,y =x+2,y+2`
? What is the value of `x` and `y` if we print them?

Ruby Properties

- Inheritance exists in Ruby
- Methods are defined with `def` and `end` in ruby, the method can return something
- The new method creates an object. `S=Classneme.new`
- All the control flow blocks need `end`
- ***Initialize*** method in Ruby works as constructor

Instance variables

Instance variables (with @) can be directly accessed only by instance methods (private). Outside the class they require accessors

getter

```
def x
  @x
end
```

setter

```
def x= (value)
  @x=value
end
```

Note: in setter we use x= format because when later for example you create an object **obj** of a class **A** you write `obj.x=10` to set the value for x

attr_accessor

- Ruby provides a Shortcut:

Class A

```
attr_accessor :x, :y #generates x= and x also y= and y
```

So if we create an object of class A

```
Obj=A.new
```

A.x => works and we do not need getter/setter methods defines

- attr_accessor provides both attr_reader and attr_writer
- attr_reader=>shortcut for getter
attr_writer =>shortcut for setter

No Method overloading in Ruby

- Thus there is just one `initialize` method in Ruby and unlike Java it does not have different constructors.
- Ruby does not issue an exception or warning if a class defines more than one initialize method
- But last initialize method defined is the valid one

An Example of Class and Subclass in Ruby

(original ruby file is available on Course Webpage)

class **Time**

```
def initialize (hour,minutes, seconds)
```

```
  @hour=hour
```

```
  @minutes=minutes
```

```
  @seconds=seconds
```

```
end
```

```
def sethour (hour)
```

```
  @hour = hour
```

```
end
```

```
def setminutes (minutes)
```

```
  @minutes = minutes
```

```
end
```

```
def gethour
```

```
  @hour
```

```
end
```

```
def getminutes
```

```
  @minutes
```

```
end
```

```
def setseconds (seconds)
```

```
  @seconds = seconds
```

```
end
```

```
def getseconds
```

```
  @seconds
```

```
end
```

```
end
```


SubClass

```
class LunchTime < Time
```

```
# by using attr_accessor you do not need setter and getter for lunchhour, even for the hour in the parent class that was private before
```

```
attr_accessor :lunchhour, :hour
```

```
def initialize (hour,minutes, seconds,lunchhour )  
  super(hour,minutes, seconds)  
  @lunchhour=lunchhour  
end
```

```
def islunchtime  
  if(hour==lunchhour)  
    return true  
  else  
    return false  
  end  #if  
end  #method
```

```
end  #class
```

Z and K are two object passed to precede method

```
def precede(z,k)
  if(z.gethour<k.gethour)
    return 1
  elsif(z.gethour==k.gethour && z.getminutes<k.getminutes)
    return 1
  elsif(z.getminutes==k.getminutes && z.getseconds<k.getseconds)
    return 1
  else
    return 0
  end
end
```

Test

```
t1=Time.new(2,5,6)
```

```
#puts p.hour # this gives error since hour is private
```

```
puts t1.gethour
```

```
t2=Time.new(2,5,10)
```

```
#If t1 is before t2
```

```
puts precede(t1,t2)
```

```
#creating an object of subclass
```

```
t3=LunchTime.new(2,5,6,2)
```

```
puts t3.islunchtime()
```

Sort and Sort! Built-in Functions In Ruby

- The important difference between **.sort** and **.sort!** is that the first one returns a **copy** of an original array, while the second one modifies the original data.

Example:

```
A= [1, 25, 5, 15, 10, 20]
```

```
print A.sort
```

```
=> [1, 5, 10, 15, 20, 25]
```

However

Print A=> [1, 25, 5, 15, 10, 20] (the original array has not changed)

But sort! Changes the original array (In-Place Sorting)

Mixin include, require

- Require and include are different.
- How include **mixin (module)** in ruby? Using **include**

Example:

```
include Debugger #Debugger is the name of a  
module
```

- If we want to **import another ruby file** in the current file we use **require**

Example:

```
require "time.rb"
```