#### Classes and Instances

#### Classes

store instance methods

have a superclass pointer (this is called inheritance)

#### Instances

store instance variables

have a class pointer

Classes are also instances (of Class)

### **Bindings**

all code executes in a binding

these store local variables

they have a self (an instance that they are operating in)

this gives them access to instance variables

they can call methods on that object

when a method is called, it puts a new binding on the stack for that invocation

#### Variables

local variables

only exist within a binding

method parameters (often called arguments) are local variables

# @instance variable

\*only\* accessible from the instance they are attached to

(remember, instances store instance variables)

## \$global variables

accessible from anywhere

### Constants

begin with a capital letter

use CamelCase and SCREAMING\_SNAKE\_CASE

are defined within classes (if defined in main, are defined on Object) can be seen anywhere within that class (we call this their namespace)

we access them with the :: operator. e.g. Float::INFINITY

#### Method lookup / invocation

when you invoke a method on an instance

starting at the instance's class

follow the chain of superclasses until you find the method

once you find the method, create a binding with self set to the instance and run the code for the method in that binding

- If we think of a class as a kitchen, then defining a method is recording a recipe, calling the method is baking the cake.
- `self` is always the object a method our method was called on.
- Methods are just latent code. It is the binding which grants them life.
  - Our eye colour diverges, but our blink converges.

This is the difference between instances and classes.

- If we stored methods on instances, then a library with a million books would have a million redundant methods to retrieve a title.
- Given the way methods are looked up, we can change the behaviour of a method by defining it earlier in the inheritance chain.
- Stop right now and memorize method lookup: class, superclass, superclass, ...
- If classes were directories, inheriting from another class would be storing their files in your directory. Notice that if you put all your files in your home directory, you'd be overwhelmed by the lack of organization.
- Everything stated here is true enough to treat as fact, even though everything stated here has its exceptions.

```
# Reflection
class Book
  def initialize(title) @title = title end # => :initialize
  def title()
                        @title
                                       end # => :title
# Constants, searching arrays for meaningful results
Object.constants # => [:Object, :Module, :Class, :BasicObject, ...
# The class (sometimes called its type)
# NOTE: You can read this book in an afternoon
# and walk away with 20 ideas about how learn more effectively
book = Book.new 'The Little Book of Talent' # => #<Book:0x007f @title="The Little Book...
book.class
# An object's instance variables
book.instance variables
                                    # => Γ:@titlel
book.instance_variable_get(:@name) # => nil
# An object's public and private methods
book.methods
                     # => [:title, :nil?, :===, :=~, :!~, :eql?, :hash, :<=>, :class, ...
book.private_methods # => [:initialize, :initialize_copy, :initialize_dup, ...
# Getting the methods from the class
# (false means "don't show inherited methods")
Book.instance methods(false)
                                     # => Γ:titlel
                                     # => [:title, :nil?, :===, :=~, :!~, :eql?, :class, ...
Book.instance_methods
Book.private_instance_methods(false) # => [:initialize]
# What class/file/line did a method come from?
book.method(:title).owner
book.method(:title).source_location # => ["program.rb", 5]
# A method's `self`
book.method(:title).receiver # => #<Book:0x007fa25c84b1f0 @title="The Little Book of Talent">
# looking at parameters
def m(a, b=1, *c, &d)end # => :m
```

method(:m).parameters # => [[:req, :a], [:opt, :b], [:rest, :c], [:block, :d]]

# => [:Object, :BasicObject, :ObjectSpace]

# list of local variables

# Useful manipulations

local\_variables # => [:book]

Object.constants.grep(/Obj/)

book.methods - Object.new.methods # => [:title]