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C# docs <https://docs.microsoft.com/en-us/dotnet/csharp/>

Ruby docs <https://www.ruby-lang.org/en/documentation/>

Project: Calculator

**Pseudocode:**

Read input = first number

Read input = operation

Read input = second number

Switch case (operation)

Case 1: +

Result = Add First and second number

Print(first number, operation, second number, “=”, result)

break

Case 2: -

Result = Subtract First and second number

Print(first number, operation, second number, “=”, result)

break

Case 3: \*

Result = Multiply First and second number

Print(first number, operation, second number, “=”, result)

break

Case 4: /

Result = Divide First and second number

Print(first number, operation, second number, “=”, result)

break

Case 5/default:

Print: “Not a number or operation”

return

**Reference guide:**

**C#**

Initialize: int num

Read user input: Convert.ToInt(Console.ReadLine())

Write to user: Console.WriteLine()

Switch case format:

Switch (input)

{

Case “1”:

Stuff

Break;

…

Default:

If the above doesn’t match

}

**Ruby**

Initialize: to\_i (for ints), chomp for inputs

Read user input: gets

Write to user: puts for a single line, print for a full line

Case format:

Case example

When case1

Do stuff

When case2

Do stuff

Else

None of the above were chosen

end

**Reflection**

In comparison to when I was first learning how to code, learning these new languages was actually quite easy. I believe that approaching learning these languages in a structured approach also helped with quickly picking up on them. Rather than just going over the very basics in a random sort of way, I instead honed in on the essentials that I needed, which was switch cases, initializing, and printing. Another reason may be that I have already gone through the beginning processes of learning new languages before. Knowing how the process was before, it was easy to do it again.

Ruby was the only one that threw me off at first, as the way that variables are initialized and prints are done are much more different than I am used to. The Switch case format was very similar though, with the only difference being the syntax used to go through each case. The other difficult part of Ruby was getting multiple user inputs to be read by the program in one line. I was able to use the splits function to read two different inputs, but not to read the operation. In the end, I made the code read one input at a time in order to get the program to work.

C# was extremely easy to learn for me. With knowledge of both Java and C++ in my belt, most of what I had to code was very similar to what I’d do in any of those two languages. The difference for me was the syntax used for printing and reading inputs, but these were very similar. I also had to use different variables for the result of the operation. In Java and Ruby, I was able to use the same result variable in each case of the switch statement. However, in C#, I had to use different ones or it would not output the correct result.