

# Investigating Ruby Objects

---



**Paolo Perrotta**

FREELANCE DEVELOPER

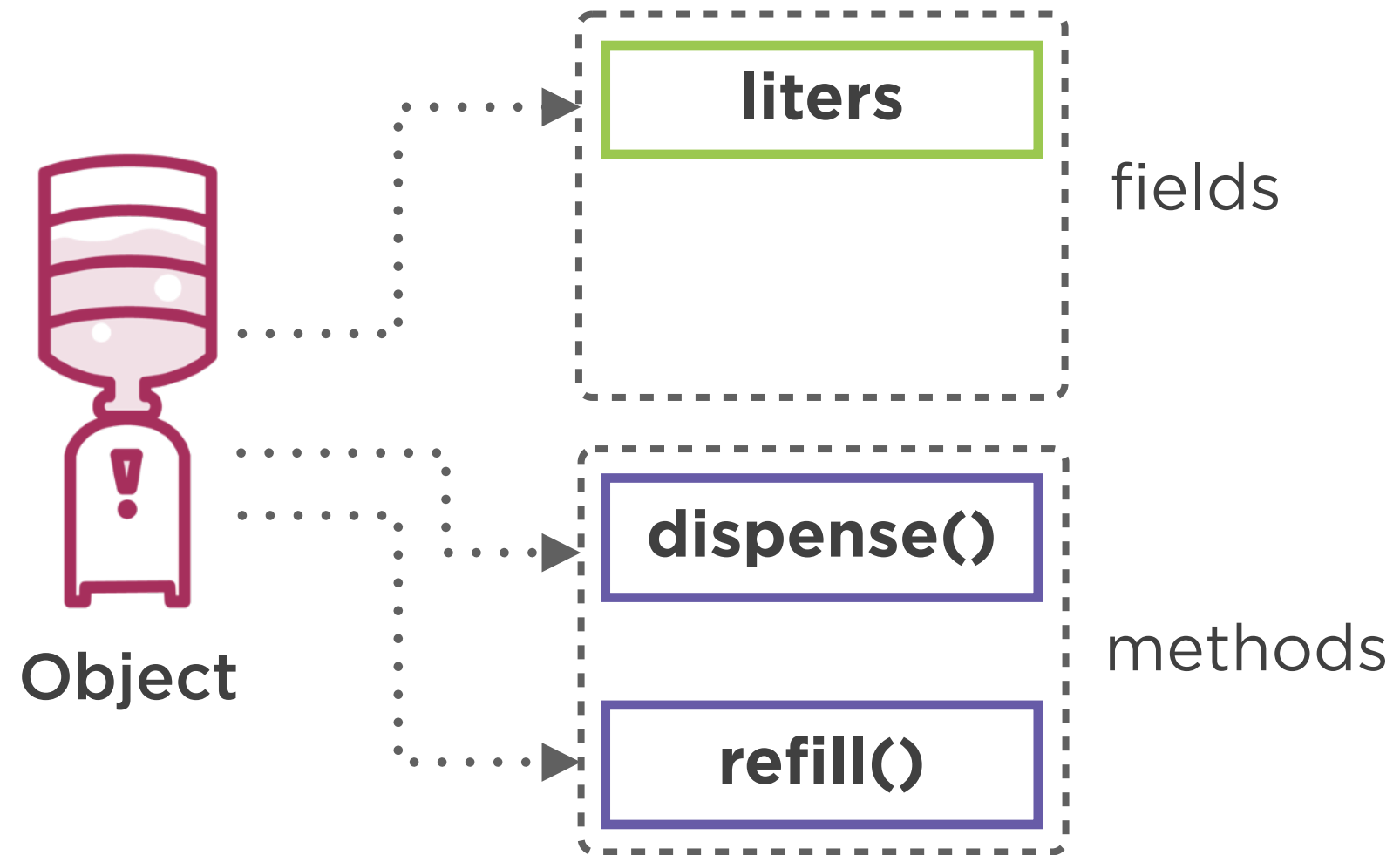
@nusco

# Two Programming Paradigms

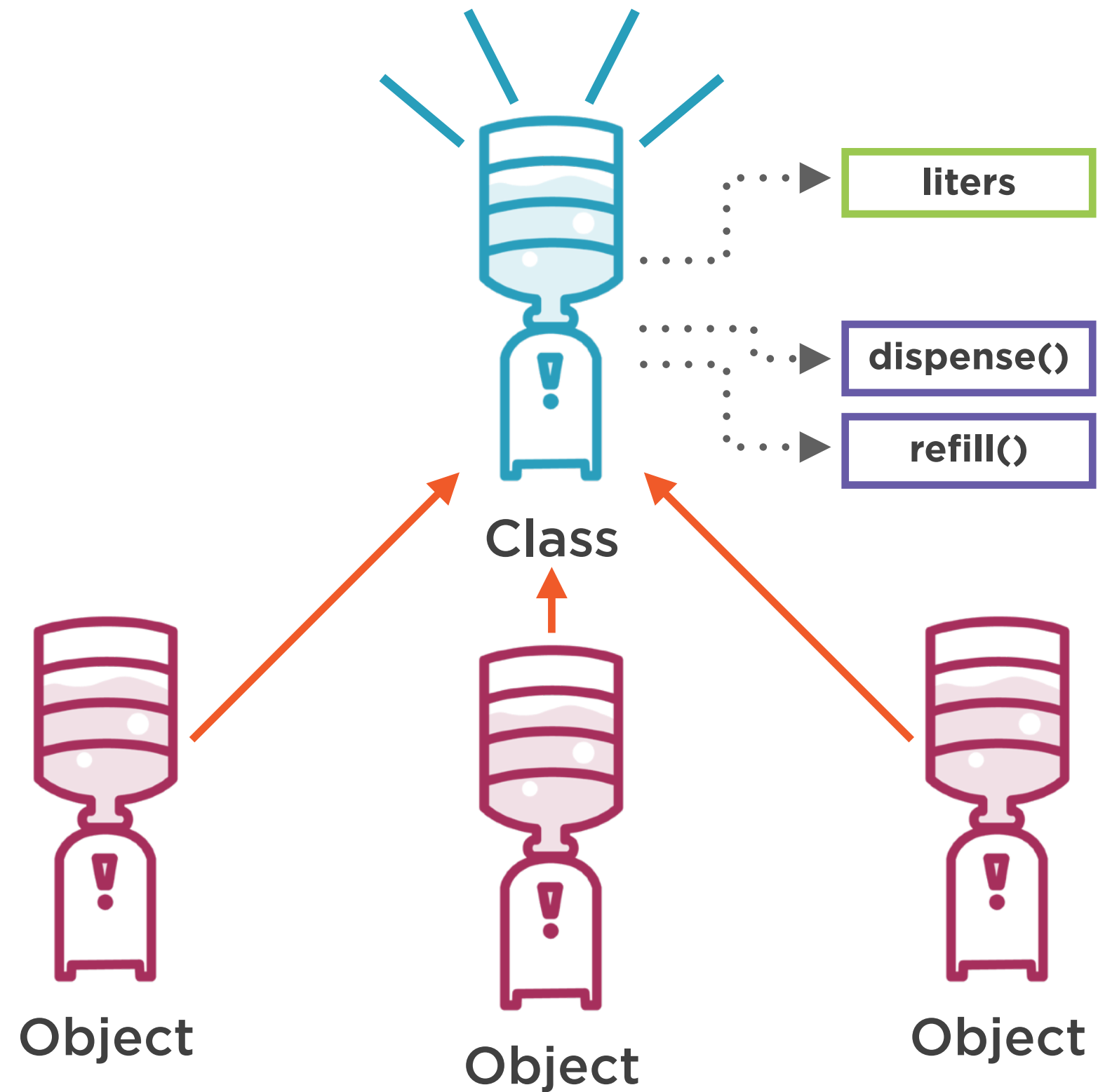
**Object-Oriented  
Programming (OOP)**

**Functional  
Programming**

# The Elements of OOP



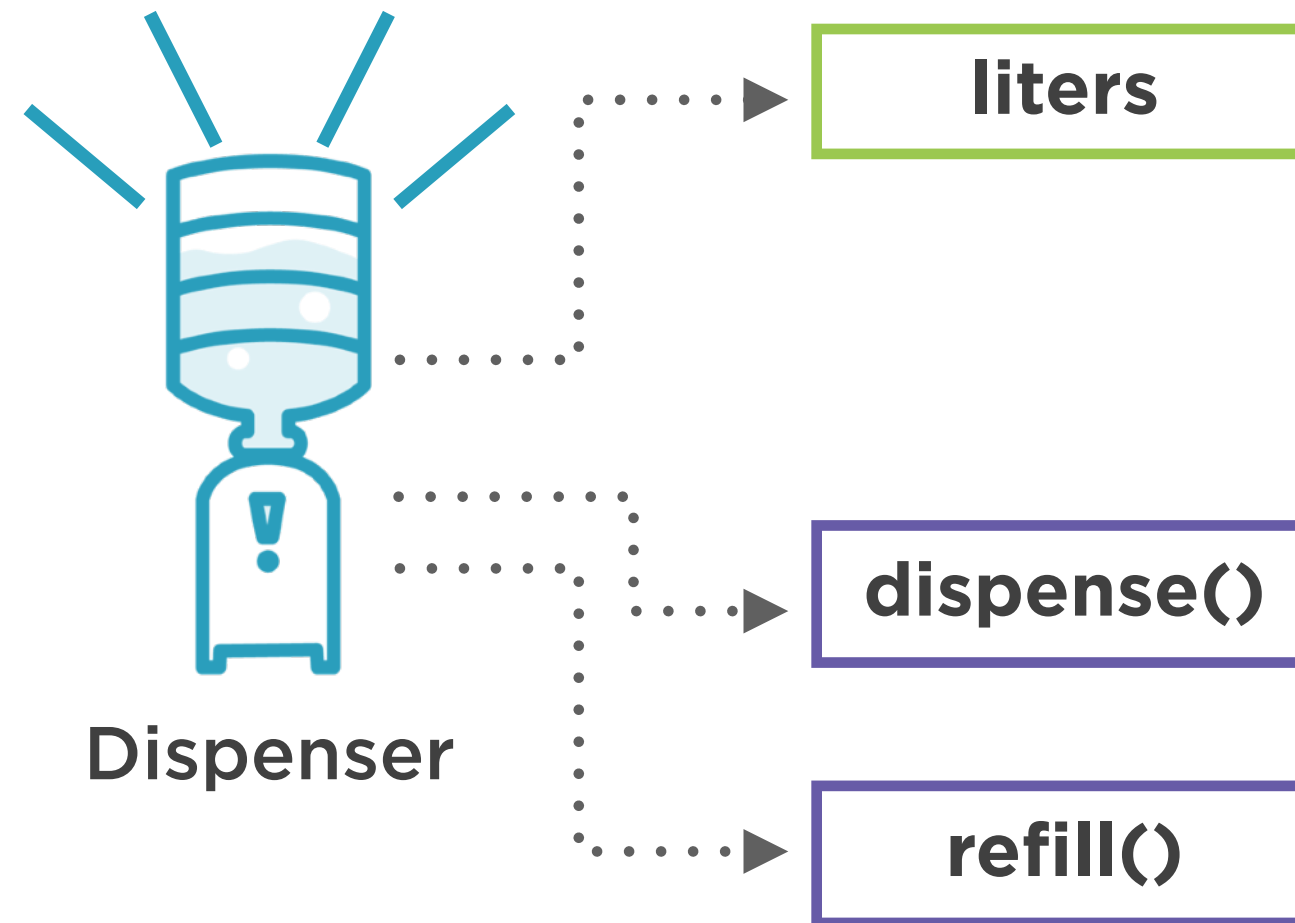
# The Elements of OOP



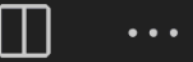
# Classes and Objects in Ruby

---

# A Dispenser Class



dispenser.rb X



```
1  class Dispenser
2
3      def initialize()
4          |   refill(5)
5      end
6
7      def refill(liters)
8          |   @liters = liters
9      end
10
11     def dispense()
12         |   if @liters > 0
13             |   @liters -= 1
14             |   return "#{@liters} liters of water remaining."
15         else
16             |   return "Out of water. Please refill."
17         end
18     end
19
20 end
21
```

“Everything Is an Object”

---



Ruby is one of the most  
object-oriented languages  
in widespread use today.

# The Principle of Least Surprise

---

Ruby tries not to surprise you.

# Summary

**Ruby is mostly object-oriented (with some functional features)**

**Most things in Ruby are objects**

**Ruby follows the principle of least surprise**