

# RUBY

WEEK 8

# MIDTERMS!

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- So Far Look Good.
- Progress Reports will be emailed

# NEXT WEEK'S CLASS

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- Remote using GoToMeeting
- Optional In-Class (Cheri will be here)
- Same GTM as always

# FINAL

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- Tic-Tac-Toe feature
- Write a Tic-Tac-Toe game for the console with cucumber tests

# HOMework REVIEW

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- Cucumber
- Pirate Steps, Pirate.rb
- i18n (where 18 stands for the number of letters between the first i and last n in internationalization, a usage coined at [DEC](#) in the 1970s or 80s)

# SURVEY

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- Cheri will hand-out and collect
- I'll be downstairs - please send for me when you are done.

# METAPROGRAMMING

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- Code That Writes Code!!
- DSLs
- DRY

# METAPROGRAMMING

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- `send`
- `instance_eval`
- `class_eval`
- `instance_variables`
- `instance_variable_set`  
`/instance_variable_get`
- `define_method` `/undef_method`



# METAPROGRAMMING

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- Send: pass a message to an object, same as a method call, but can use a string.
- eval: Remember everything is just evaluated as ruby code. We are telling Ruby to run some code within a certain context (self)

# WHERE DO METHODS LIVE?

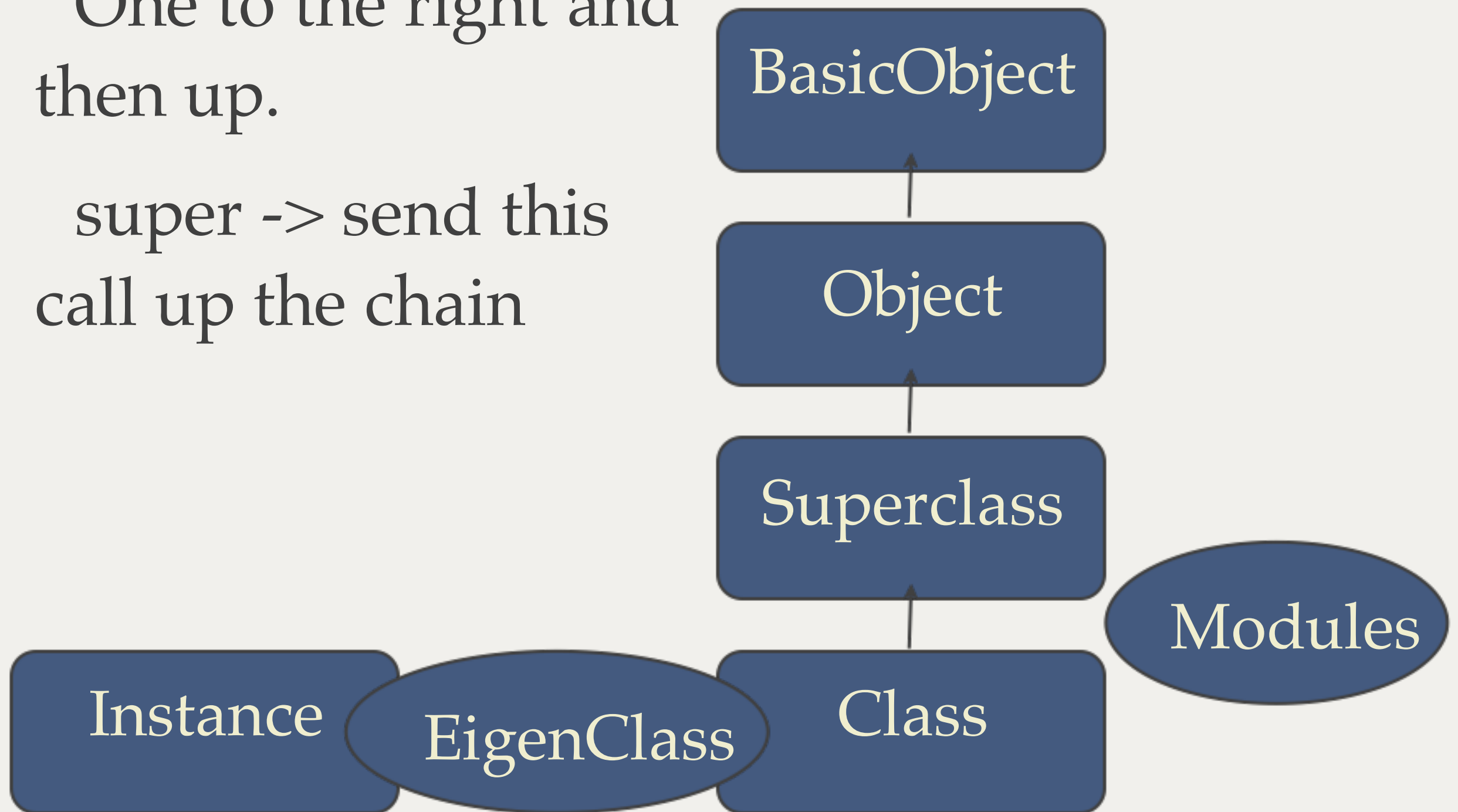
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- `Klass.class_eval =>` Gives you an instance method for all objects instantiated from `Klass.new`
- `Klass.instance_eval =>` Gives you a class method for class `Klass`.
- `Klass.new.instance_eval =>` Gives you an instance method for that instance alone.

# RUBY CALL CHAIN

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- One to the right and then up.
- `super` -> send this call up the chain



# EXPERIMENT!

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```
def call_chain  
  “#{self}.#{super}”  
end
```

Object, Animal, Speaker, Person,  
NamedThing, Renee

# DEMO!

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- DRY-up some code!
- couch.rb

# EXERCISE!

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- You try!
- `exercises / couch.rb`

# METHOD MISSING!

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- Up the chain, then back!
- The final resting place of method calls (most of the time!)
- It's Magic, and you can too! :)

# METHOD MISSING

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```
def method_missing(sym, *args, &block)
  puts "You asked for #{sym} with #
  {args.join(" ")}"
  super
end

**def respond_to?
```



# DUCKTYPEING

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- If it quacks like a duck
  - `respond_to?(:quack) ==> true`
- Who cares if it's a duck?

# CODE LIKE A DUCK

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BAD:

```
case book.class
```

```
when FictionBook
```

```
puts "This book is Fiction!"
```

```
when TextBook
```

```
puts "This book is for School!"
```

```
end
```

# DUCKTYPEING

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```
if book.respond_to? :print_out  
  puts book.print_out  
end
```

# MONKEY PATCHING!

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- Open a class and add, extend, fix, or change (break) functionality!
- With great power.... ;)

# HOMework

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- Work on Tic-Tac-Toe and your Gems
- If you are missing anything good time to catch up
- Happy Thanksgiving!