**Day 3**

Today the training starts with the blog post showcase. Then we have showcased our line project then we have corrected the faults that were done and in between we saw the concept like move slow to move fast, where it means that we can move slow there is no fault in that, because there must be no errors when we move slow, which consumes more time in future when debug occurs.

Then we discussed about the function to calculate distance. Then we talk about oops concept of encapsulation and abstraction. We discussed Tell Don’t ask - Tell what is supposed to do rather asking.

Then we discussed what is BDD and META programming in ruby. Then we discussed some conditions which need to be satisfied, then only we can say it is equal. We saw how to override equals.

Then we started doing a new problem statement (rectangle perimeter) in ruby and we had some discussions on workflow and working of some files.

My feedback may be we can start slow in ruby as syntax were not standard like java, need to learn some ruby code tricks.