Collections in Ruby

Creation

```
bros = []
bros = [ 'groucho', 'harpo', 'chico' ]

bros = Array.new
bros = Array.new( 3 )
bros = Array.new( 3, true )

bros = Array.new( 4 ) { Hash.new }
bros = Array.new( 2 ) { Array.new( 2 ) }

%w{ Hello World }
%w[ Hello World ]
%w/ Hello World /
```

Accessing Elements

```
arr = [1, 2, 3, 4, 5, 6]

arr[2]       # => 3
arr[100]     # => nil
arr[-1]      # => 6
arr[-3]      # => 4
arr[2, 3]    # => [3, 4, 5]
arr[1..4]    # => [2, 3, 4, 5]
```

Accessing Elements

```ruby
arr.at(0)   # => 1

arr.first   # => 1
arr.last    # => 6

arr.take(3)
# => [1, 2, 3] - Grabs the first three elements

arr.drop(3)
# => [4, 5, 6] - Grabs the last three elements

arr.fetch(100) # => IndexError: index 100 outside of a
arr.fetch(100, "ERROR") # => "ERROR"
```

Adding Elements

```
arr = [1, 2, 3, 4]
arr.push(5)

arr << 6
# => [1, 2, 3, 4, 5, 6] Uses push behind the scenes

arr.unshift(0)
# => [0, 1, 2, 3, 4, 5, 6] Adds an element to the start

arr.insert( 3, 'Serge' )
# => [ 0, 1, 2, 'Serge', 3, 4, 5, 6 ]

arr.insert( 4, 'didnt marry', 'Jane')
# =>  [0, 1, 2, 'Serge', 'didnt marry', 'Jane', 3, 4, 5, 6]
```

Removing Elements

```
# Pop removes the last element and returns it
# (it is destructive)

arr = [1, 2, 3, 4, 5, 6]
arr.pop     # => 6
arr         # => [1, 2, 3, 4, 5]

# To retrieve and at the same time remove the first item

arr.shift # => 1

# Delete at a particular index

arr.delete_at( 2 )
```

Removing Elements

```ruby
# To delete a particular element anywhere

arr = [1, 2, 2, 3]
arr.delete(2) # => [1, 3]

# Compact will remove nil values

arr = ['foo', 0, nil, 'bar', 7, 'baz', nil]
arr.compact  #=> ['foo', 0, 'bar', 7, 'baz']

# Remove duplicates

arr = [2, 5, 6, 556, 6, 6, 8, 9, 0, 123, 556]
arr.uniq    # => [2, 5, 6, 556, 8, 9, 0, 123]
```

Iteration

```ruby
arr = [1, 2, 3, 4, 5]

arr.each do |el|
    puts el
end

arr.each { |el| puts el }

arr.reverse_each do |el|
    puts el
end

arr.reverse_each { |el| puts el }
```

~~Iteration~~

```ruby
# DON'T DO IT THESE WAYS!

arr = [1,2,3,4,5,6]
for x in 0..(arr.length-1)
    puts arr[x]
end

# or, with while:
x = 0
while x < arr.length
    puts arr[x]
    x += 1
end

for el in arr
    puts el
end
```

Iteration

```ruby
arr = [1, 2, 3]

arr.map do |a|
    a * 2
end

arr.map { |a| a * 2 }
arr.map! { |a| a * 2 }
```

Predicates and Destruction

Predicate Method

Methods that return a boolean value - they always end with a question mark in Ruby (2.even?)

Destructive Method

Changes the data - often they end in an exclamation mark

Blocks

```
# Very similar to anonymous functions in JavaScript
arr = [ 2, 4, 6, 8, 10 ]

arr.map { |num| num * 3 }
arr.map! { |num| num * 3 }

arr.map do |num|
    num * 3
end

arr.map! do |num|
    num * 3
end
```

Selection and Rejection

```
arr = [1, 2, 3, 4, 5, 6]

arr.select do |a|
    a > 3
end

arr.select { |a| a > 3 }
arr.select! { |a| a > 3 }

arr.reject { |a| a < 4 }
arr.reject! { |a| a < 4 }

arr.delete_if { |a| a < 4 }
arr.keep_if { |a| a < 4 }
```

Array Comparison

```
array1 = ["x", "y", "z"]
array2 = ["w", "x", "y"]

array1 | array2
# Combine Arrays & Remove Duplicates (Union)
# => ["x", "y", "z", "w"]

array1 & array2
# Get Common Elements between Two Arrays (Intersection)
# => ["x", "y"]

array1 - array2
# Remove Any Elements from Array 1 that are
# contained in Array 2. (Difference)
# => ["z"]
```

Have a crack at these exercises

Hash creation: string keys

Ruby uses the => arrow symbol ("hashrocket") to separate keys and values.

String keys **must be quoted** in Ruby!

```ruby
# One key at a time:
person = {}
person["name"] = "Elke"
person["location"] = "Berkeley"
person["age"] = 30

# or, all at once:
person = {
    "name" => "Elke",
    "location" => "Berkeley",
    "age" => 30
}
```

Object IDs and Strings vs. Symbols

Everything is an object in Ruby! Every time a new anything is created, it gets assigned a new object_id and also a new place in memory.

The catch: even the **same** strings are **new** objects!

```
"Hello".object_id
# Try it again:
"Hello".object_id

# But with a symbol?
:random_symbol.object_id
# Again:
:random_symbol.object_id

# Eveything is an object
false.object_id
```

Hash creation: symbol keys

```
person = {}
person[:name] = "Elke"

# all at once:
person = {
    :name => "Elke",
    :location => "Berkeley"
}

# The new shorthand:
# (looks just like JS, but beware!)
person = {
    name: "Elke",
    location: "Berkeley"
}
```

Creation of a hash

```
hash = Hash.new

# Normally a hash will return nil if the key is undefined.
# We can pass in default values to this quite easily though:

hash = Hash.new( false )
hash["Something"] #=> Not a valid key, will return false

# If you create the hash using the literl form,
# you can still specify a default:
hash = {}
hash.default = false
hash["Elke"]     # => false
```

Accessing Values

```
person = {
    :name => "Elke",
    :location => "Berkeley",
    "Skill in Mr. Squiggle" => 5
}

person[:name]
person["Skill in Mr. Squiggle"]

# GOTCHA:
person["name"]
# => nil   - string keys are different to symbols!
```

Adding and Removing Keys

```
serge = {
    "name" => "Serge",
    "nationality" => "French"
}

serge[:counterpart] = "Jane (temporarily)"
serge[:counterpart]

serge.delete(:counterpart)
```

Iteration

```ruby
serge = {
    name: "Serge",
    nationality: "French"
}

serge.each do |key, value|
    puts "Key: #{key} and Value: #{value}"
end

serge.keys.each do |key|
    puts key
end

serge.values.each do |value|
    puts value
end
```

Have a crack at these exercises

Here is your homework