

# Section Review

Learn to Code with Ruby

# The Date and Time Objects

- The **Date** object represents a date (year, month, day). We need to **require "date"** to gain access to the **Date** class.
- The **Time** object represents a moment in time (year, month, day, hour, minute, second, timezone). It is available at the top-level of Ruby.
- Ruby will provide default values for any pieces of information we do not provide (for example, 1 for month/day and 0 for hours/minutes/seconds).
- The **Time** class mixes in the **Comparable** module to enable support for common comparison methods (equality, inequality, less than, greater than, etc)

# Adding and Subtracting Time

- Use the **addition** (+) and **subtraction** (-) operators to go forward and backward in time.
- We add time in *seconds*. Calculate the number of seconds in the amount of time you'd like to add or subtract.
- Ruby returns a new **Time** object from the operation.

# Converting Time to Strings (and vice versa)

- The **strftime** (string format time) instance method converts a **Time** object to a string.
- The **Time.parse** method converts a string to a **Time** object with a set of assumptions.
- The **Time.strptime** (string parse time) class method also converts a string to a **Time** object but with more developer input.
- Both **strftime** and **strptime** accept a string specifying the "format" of the string that is either being read or written.