

Section Review

Learn to Code with Ruby

Ranges

- A **range** is an object for representing a sequence of values in order. Ranges support numeric and alphabetic sequences.
- Create a range by providing a starting value and an ending value.
- Two dots in between the values **includes** the final value.
- Three dots in between the values **excludes** the final value.

Range Methods

- The `include?`, `member?`, and `===` methods/symbols all check for the presence of a value inside a range.
- The `to_a` method converts a range to an array.

Random Numbers in Ruby

- The **rand** method generates a random floating point number between 0 and 1. We can use the **round** method on a **Float** object to adjust precision (number of digits after the decimal point).
- The **rand** method with an argument generates a random integer between 0 and that number.
- The **rand** method with a Range selects a random value from that sequence of values.

Range Operations

- We can pass a **Range** object into square brackets or the **slice** method to extract sequential characters from a string or sequential elements from an array.
- We can combine a **Range** object with a **case** statement to check for inclusion within the range/sequence of values.