



Ruby

What is Ruby

- ▶ Language for scripting and applications
- ▶ Object Oriented
- ▶ General purpose

- ▶ irb
- ▶ ruby.exe
- ▶ Notepad
- ▶ RubyMine

Java

```
public class SomeClass {  
    public static void main(String[] args) {  
        System.out.println("Hello World");  
    }  
}
```

Ruby

```
puts "Hello World"
```

Java

```
public class SomeClass {  
    private int age;  
    public void setAge(int age) {  
        this.age = age;  
    }  
    public int getAge() { return age; }  
}
```

Ruby

```
class SomeClass  
    attr_accessor :age  
end
```

With Accessors

```
class SomeClass
  attr_accessor :age
end
```

Without Accessors

```
class SomeClass
  def age=(age)
    @age = age
  end
  def age
    @age
  end
end
```

Java

```
public class SomeClass {  
    private int age;  
    public SomeClass(int age) {  
        this.age = age;  
    }  
}
```

Ruby

```
class SomeClass  
    attr_accessor :age  
    def initialize(age)  
        @age = age  
    end  
end
```

Scope

- ▶ Global - `$some_var`
- ▶ Instance - `@some_var`
- ▶ Class - `@@some_var`
- ▶ Local - `some_var`

Strings

- ▶ Immutable - `'some string'`
- ▶ Interpolated - `"some string"`
- ▶ Symbols - `:some_string`

Java

```
public class Horse extends Animal {  
...  
}
```

Ruby

```
class Horse < Animal  
...  
end
```

Java

```
for(String name : names) {  
    System.out.println(name);  
}
```

Ruby

```
names.each do |name|  
    puts name  
end
```

Ruby Iterators

```
names.each do |name|  
  puts name  
end
```

```
rev_names = names.collect do |name|  
  name.reverse  
end
```

```
long_names = names.select do |name|  
  name.size > 25  
end
```

```
first_name_with_z = names.find do |name|  
  name.include? 'z'
```

Java

```
import org.junit.*;

public class HorseTests {

    @Test

    public void eatingLotsCausesWeightGain() {

        assertTrue(...);

    }

}
```

Ruby

```
require 'rspec'

describe 'Horse' do

  it 'gains weight when it eats a lot' do

    expect(...).to be_true

  end

end
```

Java

```
int anArray = new int[10];  
anArray[0] = 1;  
anArray[4] = 7;
```

```
//Can't change the size  
//Alternative is ArrayList
```

Ruby

```
anArray = [] # or Array.new  
anArray << 1  
anArray << 5  
  
other = [1,2,3,4]
```

Java

```
Map map = new HashMap();
```

```
map.put("a", 1);
```

```
map.put("b", 2);
```

```
map.get("b");
```

Ruby

```
map = {} # or Hash.new
```

```
map[:a] = 1
```

```
map[:b] = 2
```

```
map[:b]
```

```
other = {a: 1, b: 2, c: 3}
```

Other Notes

- ▶ Case conventions
 - ▶ Camel case for class names
 - ▶ Snake case for variables and methods
 - ▶ Upper case for constants
- ▶ No relationship between file name and class name
- ▶ Interpreted, not compiled
- ▶ Can write scripts or applications
- ▶ Built-in REPL called IRB
- ▶ Single inheritance
 - ▶ No interfaces
 - ▶ Uses mix-ins
- ▶ Return statements not required
- ▶ Parenthesis not required (except when they are!!!!)

Other Notes

- ▶ Everything is an object
 - ▶ You can invoke methods on things like numbers and string
- ▶ `nil` vs. `null`
- ▶ Special characters are permitted in method names
 - ▶ `my_object.nil?`
 - ▶ `my_Object.some_property = 7`

Labs

- ▶ Intent
 - ▶ Learn ruby and rspec
 - ▶ Create tests that are also documentation
 - ▶ Practice good OO programming
- ▶ Labs
 - ▶ Calculator
 - ▶ Poker Hands