

Module 2

Pair Programming, Ruby

CS W169A: Software Engineering

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1 What Would Ruby Do?

Given the following snippets of Ruby code, determine the output. If you can, find a classmate, discuss, then validate your solutions by typing the code into an interpreter. You should alternate who types and who explains the output.

```
(i) fruit1 = "strawberry"
    fruit2 = "banana"
    puts fruit1.reverse
    puts fruit2.reverse!
    fruit1 + "_" + fruit2
```

```
>> yrrebwarts
>> ananab
>> strawberry ananab
```

```
(ii) class String
      @@hello = "hi_there!"
      def hello; "world"; end
    end
    "smoothie".hello
    >> world
```

```
(iii) class Fruit
       def method_missing(meth)
         if meth.to_s =~ /^tastes_(+)\?\$\$/
           "Yup, _that_fruit_tastes_#{@$1}!"
         else
           super
         end
       end
     end
    orange = Fruit.new
    orange.bitter?
    orange.tastes_sour?
    orange.tastes_sweet?

    NoMethodError
    >> Yup, that fruit tastes sour!
    >> Yup, that fruit tastes sweet!
```

Note that by convention, exclamation marks in ruby method names often indicate that the method will mutate the object it's being called on. This is why `fruit2` in the last line of example one returns `ananab` again—we called `reverse!` on `fruit2`, whereas we only called `reverse` on `fruit1`. `fruit2` was mutated; `fruit1` was not.

Prefixing a variable with `@@` defines it as a class variable. Prefixing it with only `@` defines it as an instance variable. One must create methods that interact with these variables (e.g. getter and setter methods) in order to access them. Dot notation in ruby exclusively makes method calls; there has only been one “hello” method defined in example two, and thus this is what is called.

2 Collections

In this next part, try to rewrite each of the following method as one (short) line. One person should be the writer, while the other person explains what to write. Try alternating roles between the two exercises. (Hint: see figure 3.7 in the textbook.)

```
(i) def foo(arr)
  res = 0
  arr.each do |n|
    res += n
  end
  res
end
```

Single Line Solution: `def foo(arr); arr.reduce(:+); end`

Note: Ruby allows you to write multiple lines on the same line as long as they are semicolon separated.

This method takes in a sequence and returns the sum of its elements. Keep in mind, the “`|n|`” is not an absolute value sign, but the Ruby convention for specifying the iterator over a sequential data structure. The “reduce” method works very much like the Python version as taught in CS 61A. It takes in a binary operation (acts on 2 variables) as a parameter, and combines elements in the list with the operation.

```
(ii) def bar(hsh)
  res = {}
  hsh.each do |k, v|
    if v > 100
      res[k] = v
    end
  end
  res
end
```

Single Line Solution: `def bar(hsh); hsh.select {|k, v| v > 100}; end`

This method takes in a dictionary and preserves any key-value pair with a value greater than 100. We can take advantage of the “select” method that is the equivalent of Python’s “filter” function. The select method takes in a “block”. You can think of it as a lambda function that evaluates to true or false. Any values

evaluating to true are kept. Here's a [guide](#) on how to use "select".

3 Iterators

In this part, create your own iterators with the yield statement that return the following elements. Again, alternate roles between the two exercises.

- (i) Write a function fib(n) that yields the first n Fibonacci numbers in sequence and returns nil.

```
>> fib(4) { |x| puts x }  
1  
1  
2  
3  
nil
```

Solution:

```
def fib(n)  
  prev, curr = 0, 1  
  n.times do  
    puts curr  
    prev, curr = curr, prev + curr  
  end  
end
```

This solution is essentially just the iterative version of Fibonacci that you might hopefully have recalled from CS 61A. As you can see, there's all sorts of clever syntax that you can take advantage of in Ruby, like iterating with "n.times" or multiple assignments on the same line. They might look a little tricky initially, but with practice you'll get the hang of it! :)

(ii) Write the function `Array#odds` which yields the odd-indexed elements of the array in sequence and returns `nil`.

```
>> [10, 30, 50, 70, 90].odds do |n|
  .. puts n
  .. end
30
70
nil
```

The verbose solution:

```
class Array
  def odds
    self.each_with_index do |val, index|
      if index % 2 == 1
        yield val
      else
        next
      end
    end
    nil
  end
end
```

We can also use the "select" command we just learned and pass in a code block that determines if the index is even.

```
class Array
  def odds
    self.values_at(* self.each_index.select {|i| i.odd?})
  end
end
```

Pretty nifty!

4 Extra Practice

Implement a linked list. Try to include the add, delete, and contains operations.

This is not the most optimal implementation, and we can definitely make it look more clever, but hopefully translates well from the Python or Java implementation that you might be used to while reinforcing some Ruby syntax. Check out how instance and class variables are declared, along with some other syntactic sugar, such as the lack of parentheses.

```
class ListNode
  attr_accessor :next
  attr_reader :value
  def initialize value
    @value = value
    @next = nil
  end
end

class LinkedList
  def initialize
    @head = nil
  end

  def add value
    if @head.nil?
      @head = ListNode.new value
    else
      node = @head
      node = node.nextwhile node.next
      node.next = ListNode.new value
    end
  end

  def contains value
    node = @head
    while node
      if node.value == value
        return true
      end
      node = node.next
    end
    return false
  end

  def delete value
    if @head.value == value
      @head = @head.next
      return true
    end
  end
end
```

```
node = @head
while node = node.next
  if node.next and node.next.value == value
    node.next = node.next.next
    return true
  end
end
return false
end
end
```