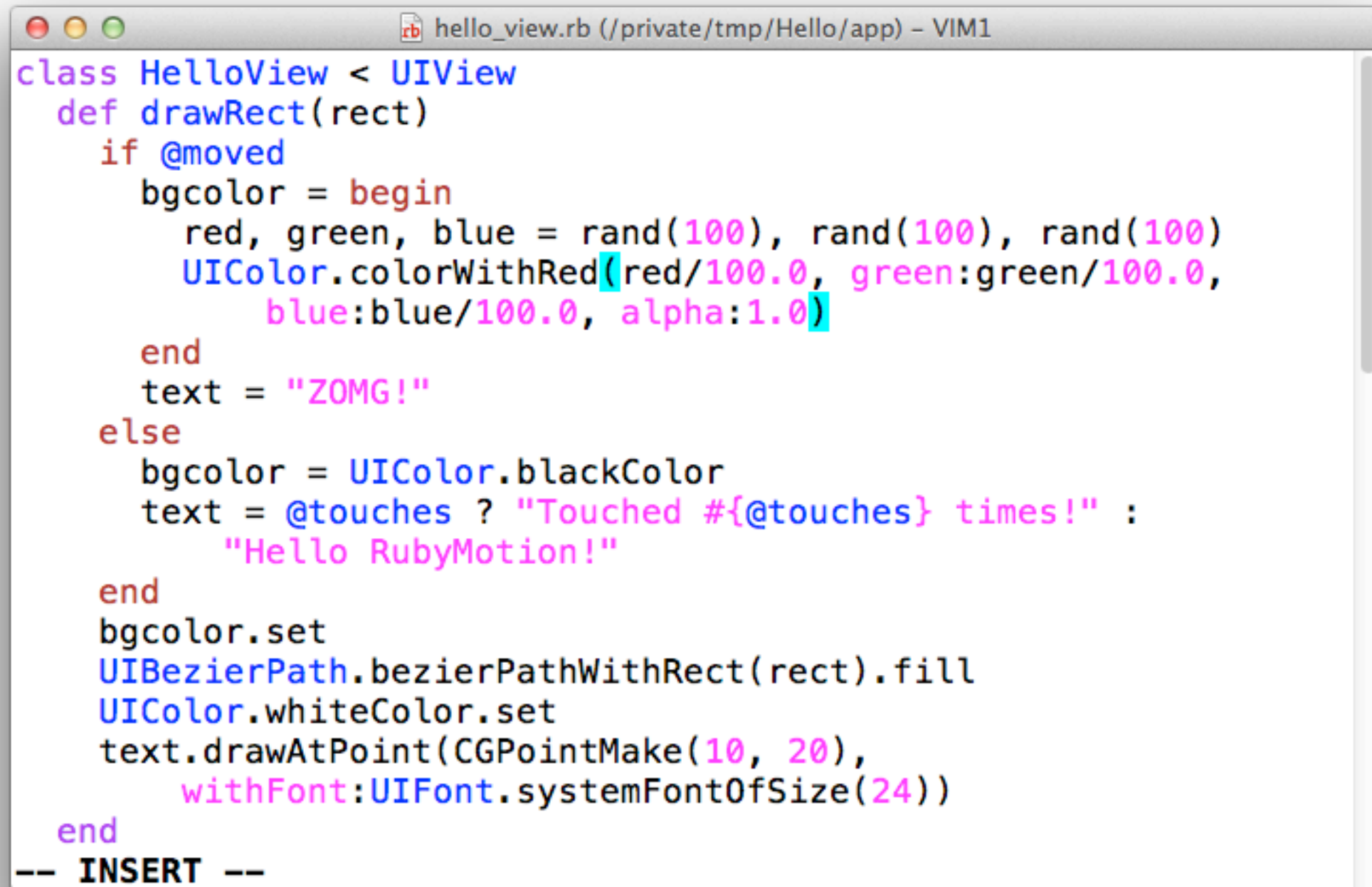# RubyMotion

Ruby! No Objective-C.

YOUR Editor; No Xcode

```
hello_view.rb (/private/tmp/Hello/app) – VIM1

class HelloView < UIView
  def drawRect(rect)
    if @moved
      bgcolor = begin
        red, green, blue = rand(100), rand(100), rand(100)
        UIColor.colorWithRed(red/100.0, green:green/100.0,
            blue:blue/100.0, alpha:1.0)
      end
      text = "ZOMG!"
    else
      bgcolor = UIColor.blackColor
      text = @touches ? "Touched #{@touches} times!" :
          "Hello RubyMotion!"
    end
    bgcolor.set
    UIBezierPath.bezierPathWithRect(rect).fill
    UIColor.whiteColor.set
    text.drawAtPoint(CGPointMake(10, 20),
        withFont:UIFont.systemFontOfSize(24))
  end
-- INSERT --
```

Rake

```
rake archive                # Create an .ipa archive
rake archive:distribution   # Create an .ipa archive for distribution (AppStore)
rake build                  # Build everything
rake build:device           # Build the device version
rake build:simulator        # Build the simulator version
rake clean                  # Clear build objects
rake config                 # Show project config
rake ctags                  # Generate ctags
rake default                # Build the project, then run the simulator
rake device                 # Deploy on the device
rake simulator              # Run the simulator
rake spec                   # Run the test/spec suite
rake static                 # Create a .a static library
```

Interactive Console

```
(main)> alert = UIAlertView.alloc.init
=> #<UIAlertView:0x7657e90>
(main)> alert.message = "Hallo RUG Saar!"
=> "Hallo RUG Saar!"
(main)> alert.show
=> #<UIAlertView:0x7657e90>
```

More

- Testing MacBacon (RSpec clone)

- 3rd party libraries, CocoaPods

- Native Applications

- App Store Approved

Demo

Cons

- license fee ~160 Euro

- XIB troublesome

Ruby makes me happy.