Ruby
Week 4

HomeWork Review

- Calculator
- Collections
- Inject

Numbers

- FixNum What you can do with numbers. ruby-doc.org/core-2.0.0/Fixnum.html
- 1 is always 1! (unlike strings)
- Floats (BigDecimal)
- 4.2
- 3.141516



Symbols

- :symbols are fun

 Anything that starts with a :. It is an immutable string that allows you to have an object stored like an integer
- A static name
- Stored like numbers, named like strings!

used frequently in hashes as your key.
h = {hello: "world"}
=> {:hello=>"world"}

Text

Ranges

• 1..5 min to max inclusive

• 1...5 Up to but not including max

• a..z



• OddNumber.new(1)..OddNumber.new(5)

Range Demo

• odd_number.rb

Blocks

- A method with no name!
- Dynamic method definition

Block Syntax

- { } for one liners
- do
 - <code>

if you have multiple lines of code

• end

Blocks: Calling and Checking

you can pass a block to any method, but it is up to the method on whether or not it is actually used by it

- yield wherever yield is is where the block is
- call
- block given? lets you know if a block has been passed to a method

Blocks with Parameters

- yield(x)
- call(x)
- { | x | }
- do |x|
 - <code>
- end

Blocks Demo

- Time My Code!
- timer_spec.rb

Control

- Controlling the flow of your application
- BEWARE: if-else-death, Switch-Statement-Smell (http://c2.com/cgi/wiki?

SwitchStatementsSmell)

Conditionals

- if, else
- unless, else
- and && (BEWARE: precedence!!)
- or | (BEWARE: precedence!!)
- | =
- conditional? then: else

Loop-de-Loop!

- while
- until
- times

HomeWork

- questions.txt
- worker_spec.rb