Helpful Ruby Methods

Devpoint Labs - Jake Sorce / Dave Jungst

Random

rand => 0.1234234214

rand(1) => 0 or 1

rand(10) => a random number between 0 and 9

rand(5..9) => a random number between 5 and 9 inclusive

Rolling die example

```ruby
class Dice
  def initialize
    roll
  end

  def roll
    @die1 = 1 + rand(6)
    @die2 = 1 + rand(6)
  end

  def show_dice
    print "Die1: ",  @die1, " Die2:", @die2
  end

  def show_sum
    print "Sum of dice is ",  @die1 + @die2, ".\n"
  end
end
```
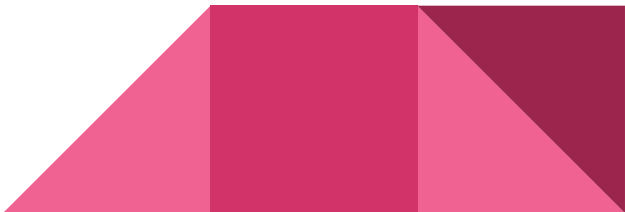
```ruby
d = Dice.new
d.show_dice
puts
d.show_sum
```

```ruby
class Card
  attr_accessor :rank, :suit
  def initialize(rank, suit)
    @rank = rank
    @suit = suit
  end
end

ranks = %w{A 2 3 4 5 6 7 8 9 10 J Q K}
suits = %w{Spades Hearts Diamonds Clubs}
stack_of_cards = suits.each_with_object([]) do |suit,res|
  ranks.size.times do |i|
    res << Card.new(ranks[i], suit)
  end
end

puts stack_of_cards.inspect
```