

Ruby-Seminar

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0.1 Ruby 2.3.3

- Abishek Aditya 14BIT0137

Hello World!

```
In [3]: puts "Hello, World"
        puts [1,2,3,4]
```

```
Hello, World
[1, 2, 3, 4]
```

Basic Maths and String interpolation

```
In [1]: puts "5+5 is #{5+5}"
        puts 5**2
        puts -7%2
        puts 71/2

        puts 71./ (2)

        puts 71/2.0
```

```
5+5 is 10
25
1
35
35
35.5
```

Some simple methods

```
In [2]: puts "Hello World".downcase
        puts "hello world".split(" ")
        puts "".empty?
        puts -57.12.abs
```

```
hello world
["hello", "world"]
true
57.12
```

Duck typing

```
In [4]: a_num = 5.2  # This is a comment
        b_char = "s"
        number = "My_number"
        puts number.class
        CONSTANT = 25
        a_num = "cake"

        puts a_num
```

```
String
cake
```

Conditionals

```
In [5]: a = "Hello" if 5 < 3
        puts a
```

```
In [6]: a = "G" unless 5 < 2
```

```
Out[6]: "G"
```

```
In [7]: if a=="G"
        puts "Yo"
        end
```

```
Yo
```

```
In [8]: unless a.empty?
        puts "value of a is #{a}"
        end
```

```
value of a is G
```

```
In [9]: a = 20
        if a > 50
            puts "Old Guy"
        elsif a > 40
            puts "Middle Aged"
        else
            puts "Not Old"
        end
```

Not Old

```
In [6]: x = 12

        case x
        when 10...12
            puts "A"
        when 13..15
            puts "C"
        else puts "AC"
        end
```

AC

loops

```
In [11]: for i in 1..5 do
          puts i
        end
```

1
2
3
4
5

Out[11]: 1..5

```
In [12]: a = 5
        while a >= 0
            puts a
            a -= 1
        end
```

5
4
3

```
2
1
0
```

```
In [13]: a = 0
        b = -5
        until a < -5 || b > 4
          puts "#{a*b}"
          a -= 1
          b += 2
        end
```

```
0
3
2
-3
-12
```

```
In [14]: [1,2,3,5].each do |i|
        puts i*i
        end
```

```
1
4
9
25
```

```
Out[14]: [1, 2, 3, 5]
```

Data Structures

```
In [7]: array = [1, 2, 3, 4, 5]
```

```
puts [1, 'hello', false]
```

```
puts array[0]
puts array.first
puts array[12]
```

`array.[] 0` #=> same as `array[0]` Array class uses `indexed` which is a method

```
puts array[-2]
puts array.last
```

```
[1, "hello", false]
1
1

4
5
```

```
In [8]: arr = [1,5,4,7,9,6]
```

```
puts arr[2, 3] #start, number
puts arr[2..5] #range
puts arr[0...2] #range inclusive
puts
a=[1,2,3]
a.reverse!
puts a
# Or with a range
arr[1..3] = 50
puts arr
puts
a << 4
puts a
a.push(5)

puts arr.include?(50)
puts
a.each_with_index {|i,k| puts "#{i**2} => #{k}"}

```

```
[4, 7, 9]
[4, 7, 9, 6]
[1, 5]
```

```
[3, 2, 1]
[1, 50, 9, 6]
```

```
[3, 2, 1, 4]
true
```

```
9 => 0
4 => 1
1 => 2
16 => 3
25 => 4
```

```
Out[8]: [3, 2, 1, 4, 5]
```

```
In [16]: # Hashes are Ruby's primary dictionary with key/value pairs.
```

```

hash = { 'color' => 'green', 'number' => 5 }

puts hash.keys

puts hash['color']
puts hash['number']

puts hash['nothing here']

new_hash = { words: 3, action: nil } #Symbols as keys

puts new_hash.keys

puts
puts new_hash.key?(:words)
puts new_hash.value?(13)
puts
new_hash.each do |key,value|
  puts "#{key} : #{value.nil? ? 'nothing exists' : value}"
end

["color", "number"]
green
5

[:words, :action]

true
false

words : 3
action : nothing exists

Out[16]: {:words=>3, :action=>nil}

```

File Handling

```

In [4]: File.open('../planner', 'r') do |f1|
  while line = f1.gets
    puts line
  end
end

# Create a new file and write to it
File.open('tester', 'w') do |f2|

```

```
    # use "\n" for two lines of text
    f2.puts "Created by Abishek\nNext Line"
end
```

Rails - done

C# - done

C - done

C++ - done

Python - done

SQL - done

Redis - done

Java - done

ASP (MVC + Core) - done

Prolog - done

Ruby - done

Javascript - done

jQuery - done

Swift

Scala

Clojure

Rust

WPF

Elixir

FSharp

Ember

MIPS

```
In [5]: File.open('tester', 'r') do |f1|
  while line = f1.gets
    puts line
  end
end
```

Created by Abishek

Next Line

Methods and functions

```
In [18]: def double(x)
  x * 2
end

# Functions (and all blocks) implicitly return the value of the last state
double(2)

double 3 #optional paranthesis

double double 3

def sum(x, y)
  x + y
end

sum 3, 4

sum sum(3, 4), 5

def surround
  puts '{'
  yield
  puts '}'
end

surround { puts 'hello world' }
```

#you can use destructuring assignment

```
def foods
  ['pancake', 'sandwich', 'quesadilla']
```



```

end

breakfast, lunch, dinner = foods
puts breakfast
puts dinner

# By convention, all methods that return booleans end with a question mark
puts 5.even?
puts 5.odd?

company_name = "Smaller Company"
puts company_name.upcase
puts company_name
puts company_name.upcase! # we're mutating
puts company_name

{
hello world
}
pancake
quesadilla
false
true
SMALLER COMPANY
Smaller Company
SMALLER COMPANY
SMALLER COMPANY

```

Classes and Modules

In [19]: **class Human**

```

# A class variable
@@species = 'H. sapiens'

# Basic initializer
def initialize(name, age = 0) # default age is 0, no need to add it
  @name = name
  @age = age
end

# Basic setter method
def name=(name)
  @name = name
end

# Basic getter method

```

```

def name
  @name
end

# attr_accessor :name

# attr_reader :name
# attr_writer :name

# A class method uses self to distinguish from instance methods.
def self.say(msg)
  puts msg
end

def species
  @@species
end
end

abishek = Human.new("Abishek",19)
puts abishek
abishek.name = "Abishek Aditya"
puts abishek.name
puts abishek.species
puts Human.say "Hello World" #Brackets not important

```

```

#<Human:0x005626524f6248>
Abishek Aditya
H. sapiens
Hello World

```

In [20]: #Inheritance

```

class Human
  @@foo = 0

  def self.foo
    @@foo
  end

  def self.foo=(value)
    @@foo = value
  end
end

```

```

# derived class
class Worker < Human # worker derives from human
end

Human.foo # 0
Worker.foo # 0

Human.foo = 2 # 2
Worker.foo # 2

# Class instance variable is not shared by the class's descendants.

class Human
  @bar = 0

  def self.bar
    @bar
  end

  def self.bar=(value)
    @bar = value
  end
end

class Doctor < Human
end

Human.bar # 0
Doctor.bar # nil

```

Modules are like classes but don't have initializers and can not be assigned to an object. They can be imprinted and mixed in with other classes.

```

In [21]: module ModuleExample
  def foo
    'foo'
  end
end

# Including modules binds their methods to the class instances

class Person
  include ModuleExample
end

# Extending modules binds their methods to the class itself

```

```

class Book
  extend ModuleExample
end

# Person.foo      => NoMethodError: undefined method `foo' for Person:Class
p = Person.new
puts p.foo        # => 'foo'

puts Book.foo      # => 'foo'
# Book.new.foo    => NoMethodError: undefined method `foo'

```

```

foo
foo

```

Splatting

```

In [22]: def guests(*array)    #Put host, in front
          array.each { |guest| puts guest }
        end

guests('abishek','abhilasha','arkansas')

def hasher(**args)
  args.each do |k,v|
    puts "#{k} is of type #{v}"
  end
end

hasher(cake: "chocolate",biscuit: "Orange")

hash = {a: 5,b: 10}

def hacker(a: 5,b: 5)
  puts a*b
end

hacker a: 20, b: 20
hacker **hash
hacker b: 500

abishek
abhilasha
arkansas
cake is of type chocolate
biscuit is of type Orange
400

```

50
2500

Blocks, Procs and Lambdas

```
In [2]: def multiplier(num, &block)
        block.call num
      end

        mul4 = Proc.new {|i| puts i*4 } #or lambda {|i| puts i*4 }

        multiplier(5, &mul4)

        multiplier(2) {|i| puts (i-1)*13}
```

20
13