Ruby monstas Ruby cheat sheet, Part 2

Control Structures

Name	Description	Structure	Examples

if	Used to create a branch in your program: Code is only executed if a condition is true	*if condition*
		  code
		end
			```if user_name.empty?```
			 ``` puts "Please give us a name!"```
			 ```end```

if/else	Two-way branch: One piece of code is executed if the condition is true, the other if it is false	*if condition*
		  code
		else
		  code
		end
			```if user_name.empty?```
			 ``` puts "Please give us a name!"```
			 ```else```
			 ``` puts "Hi, #{user_name}!"```
			 ```end```

if/elsif/else	Multi-way branch: One piece of code is executed if a condition is true, another if another condition is true, and yet another if both are false	*if condition*
		  code
		elsif condition
		  code
		else
		  code
		end
			```if user_name.empty?```
			 ``` puts "Please give us a name!"```
			 ```elsif user_name == "Ferdinand"```
			 ``` puts "Hey, I know you!"```
			 ```else```
			 ``` puts "Hi, #{user_name}!"```
			 ```end```

loop	Loops indefinitely (important: use `break` to step out of the loop)	*loop do*
		  code
		end
			```loop do```
			 ``` user_input = gets.chomp```
			 ``` if user_input == "exit"```
			 ``` break```
			 ``` end```
			 ```end```

each	Used to loop over all items in a collection (Array, Hash, …)	*collection.each do |variable|*
		  code
		end
			```[1, 2, 3].each do |integer|```
			 ``` puts integer```
			 ```end```

Methods

Structure

```ruby
def my_first_method(first_argument, second_argument)

    # This is the method body,

    # Here comes some useful code


    return_value
end
```

Example

```ruby
def calculate_age(year_of_birth)

    age = 2015 - year_of_birth

    age
end
```

```ruby
def print_hi

    puts "Hi there!"
end
```

Method calling

```ruby
calculate_age(1953)
```

Truth table

a	b	!a	a && b	a || b
true	true	false	true	true
true	false	false	false	true
false	true	true	false	true
false	false	true	false	false