

Opal : Ruby compile to Javascript

Ruby Code

```
1 a=[1,2,3,4]
2
3 puts "max = #{a.max}"
4 puts "min = #{a.min}"
5
```

Output

```
max = 4
min = 1
```

Javascript Code

```
1 Opal.queue(function(Opal) { /* Generated by Opal 1.5.0 */
2   var self = Opal.top, nil = Opal.nil, a = nil;
3
4   Opal.add_stubs('puts,max,min');
5
6   a = [1, 2, 3, 4];
7   self.$puts("max = " + (a.$max()));
8   return self.$puts("min = " + (a.$min()));
9 });
10
```

Ruby - Javascript Interoperation

Ruby Code

```
1 # ruby access js object
2 `Opal.global.text = 'hello world from JS!'`
3 puts $.text
4
5 #-----
6
7 # ruby access js function
8 `Opal.global.sum = function(a,b) {return a+b}`
9 puts "1+2 = #{$.sum(1,2)}"
10
11 #-----
12
13 # js access ruby object
14 local_var = "hello world from Ruby"
15 `console.log(local_var)`
16
17 #-----
18
19 # js access ruby function
20 mul = ->(a,b) { a*b }
21 `console.log(mul(2,3))`
22
23 nil
```

Output

```
hello world from JS!
1+2 = 3
```

```
hello world from Ruby
6
```

Javascript Code

```
1 Opal.queue(function(Opal) { /* Generated by Opal 1.5.0 */
2   var self = Opal.top, nil = Opal.nil, $gvars = Opal.gvars, $lambda = Opal.lambda, $rb
3   if ($gvars.$ == null) $gvars.$ = nil;
4
5   Opal.add_stubs('puts,text,sum,*');
6
7   Opal.global.text = 'hello world from JS!';
8   self.$puts($gvars.$.$text());
9   Opal.global.sum = function(a,b) {return a+b};
10  self.$puts("1+2 = " + ($gvars.$.$sum(1, 2)));
11  local_var = "hello world from Ruby";
12  console.log(local_var);
13  mul = $lambda(function $$1(a, b){
14
15
16    if (a == null) a = nil;;
17
18    if (b == null) b = nil;;
19    return $rb_times(a, b);}, 2);
20  console.log(mul(2,3));
21  return nil;
22 });
23
```