sen hiç nesne gördün mü?





Andaç Karay Kudu – Yazılım Ustası





sen hiç nesne gördün mü?

ruby ile nesne tabanlı programlama





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somut ve soyut kavramların bilgisayar ortamında modellenmesi temeline dayalı bir disiplindir

ruby?



100% nesne tabanlıdır

nesne nedir? yenir mi?



nesne, bir değer barındıran ve bir tanımlayıcı ile ulaşılan hafıza bölgesidir.

```
1
=> 1
```

```
"Ruby"
=> "Ruby"
```

$$[1, 2, 3]$$
 $=> [1, 2, 3]$

```
one = 1
=> 1
```

one => 1

ruby => "Ruby"

```
def foo
    # ...
end
=> :foo
```

bu nesneler ile ne yapabiliriz?

Onlarla konuşabiliriz

'ruby'.send :upcase => "RUBY"

```
2.send :*, 2
=> 4
```

[1, 2, 3].send :nil? => false

'ruby'.upcase => "RUBY"

```
2.*, 2
=> 4
```

[1, 2, 3].nil? => false matz = "Matz"

matz.greet

=> NoMethodError: undefined method `greet' for "Matz":String

```
matz = "Matz"
```

def matz.greet
 puts "Hello, i am #{self}"
end

matz.greet => "Hello, i am Matz"

nesne, bilgiyi ve işlemi bir arada bulunduran yapıdır.

nesne = bilgi + işlem



puts "Think elegant."

nesne = özellik + davranış

İki gönüllüye ihtiyacım var!

sinif/class

smf nedir? geçilir mi?

nesnelerin ortak özellik ve davranışlarını gruplandırdığımız nesne şablonlarıdır.

```
class Person
attr_accessor :name
```

```
def greet
puts "Hello, i am #{name}"
end
end
```

matz = Person.new person.name = "Matz" matz.greet

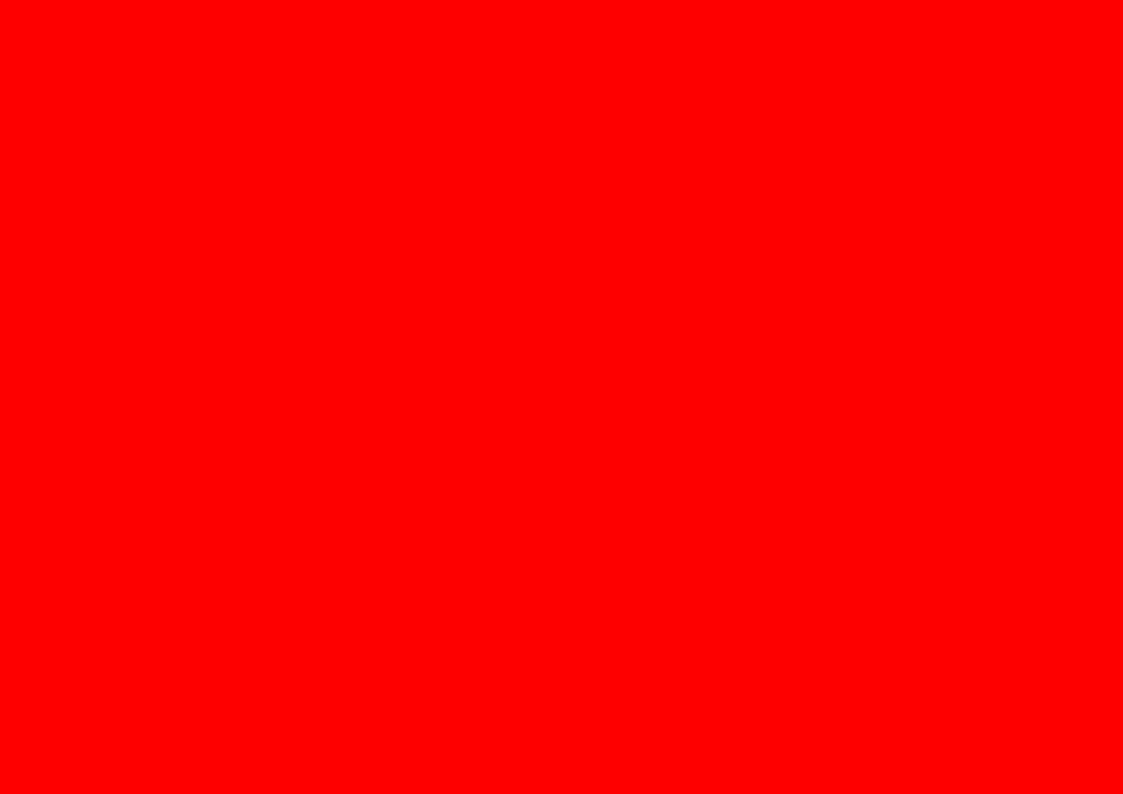
=> "hello, i am Matz"

class Person attr_accessor:name

def initialize(name)
 @name = name
 end
end

matz = Person.new("Matz") matz.greet

=> "hello, i am Matz"



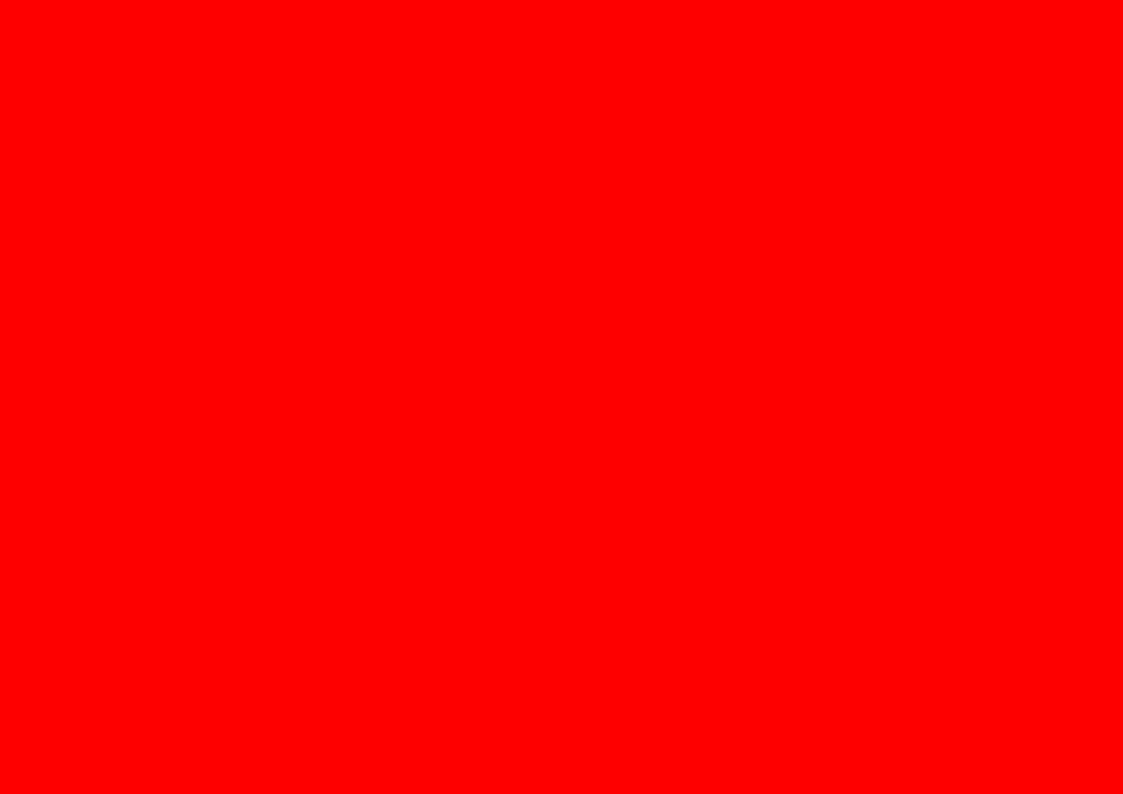
```
class Bird
 attr accessor: name, :sound
 def initialize(name, sound)
  @name, @sound = name, sound
 end
 def sing
  puts "#{@sound * 3}"
 end
end
```

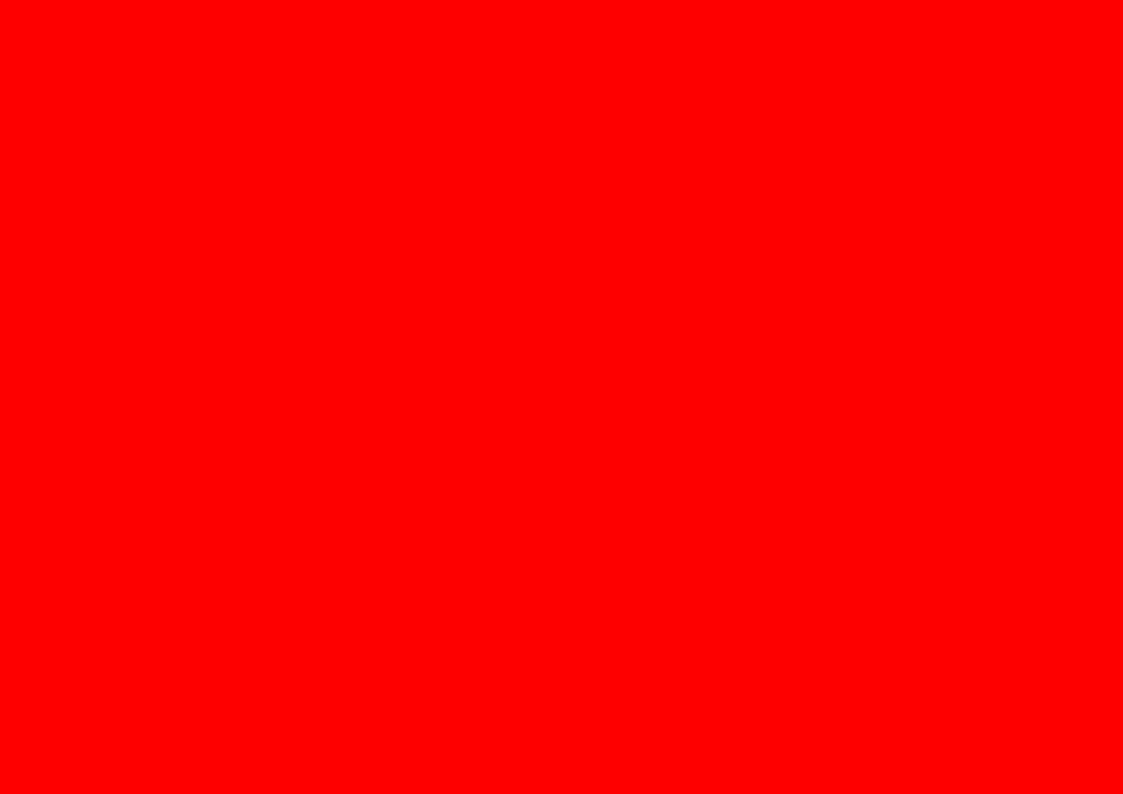




class Bird attr_accessor:name

def initialize(name)
 @name = name
 end
end





SingingBird

SingingAndFlyingBird

SingingBird

SingingAndFlyingBird

NonSingingButFlyingBird

SingingBird

SingingAndFlyingBird

NonSingingButFlyingBird

SingingButNonFlyingBird

SingingBird

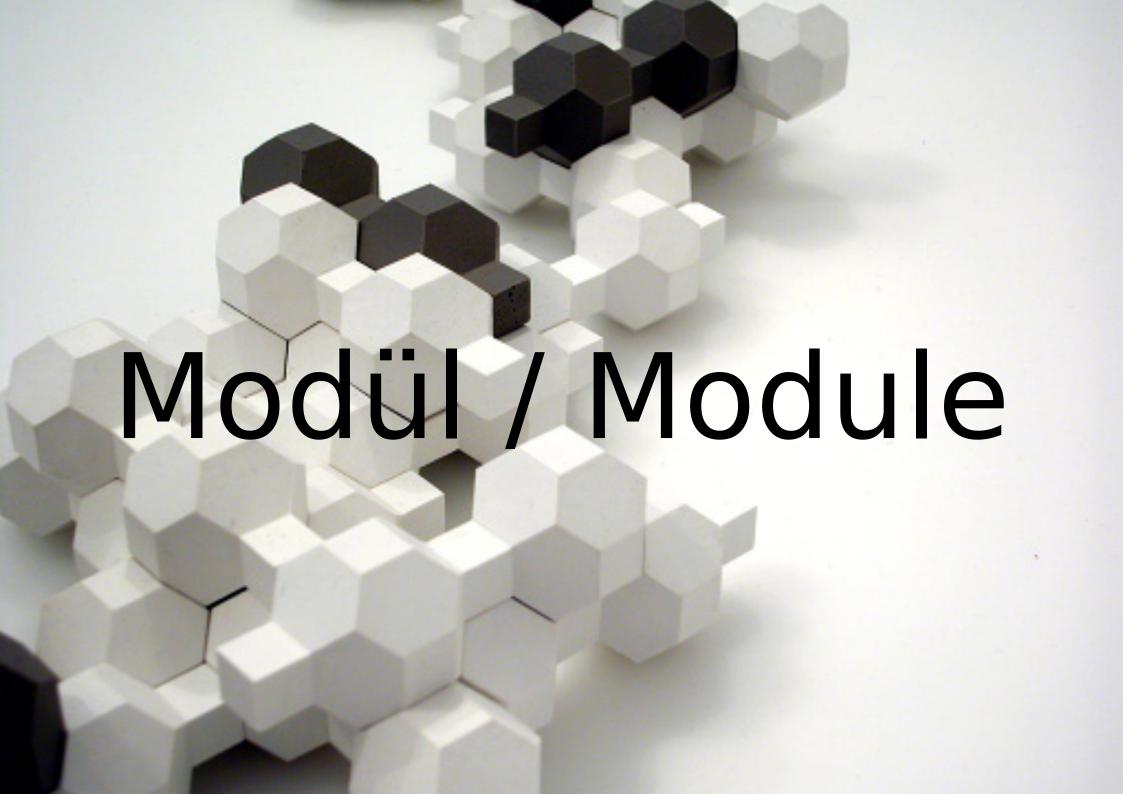
SingingAndFlyingBird

NonSingingButFlyingBird

SingingButNonFlyingBird

NonSingingAndNonFlyingBird

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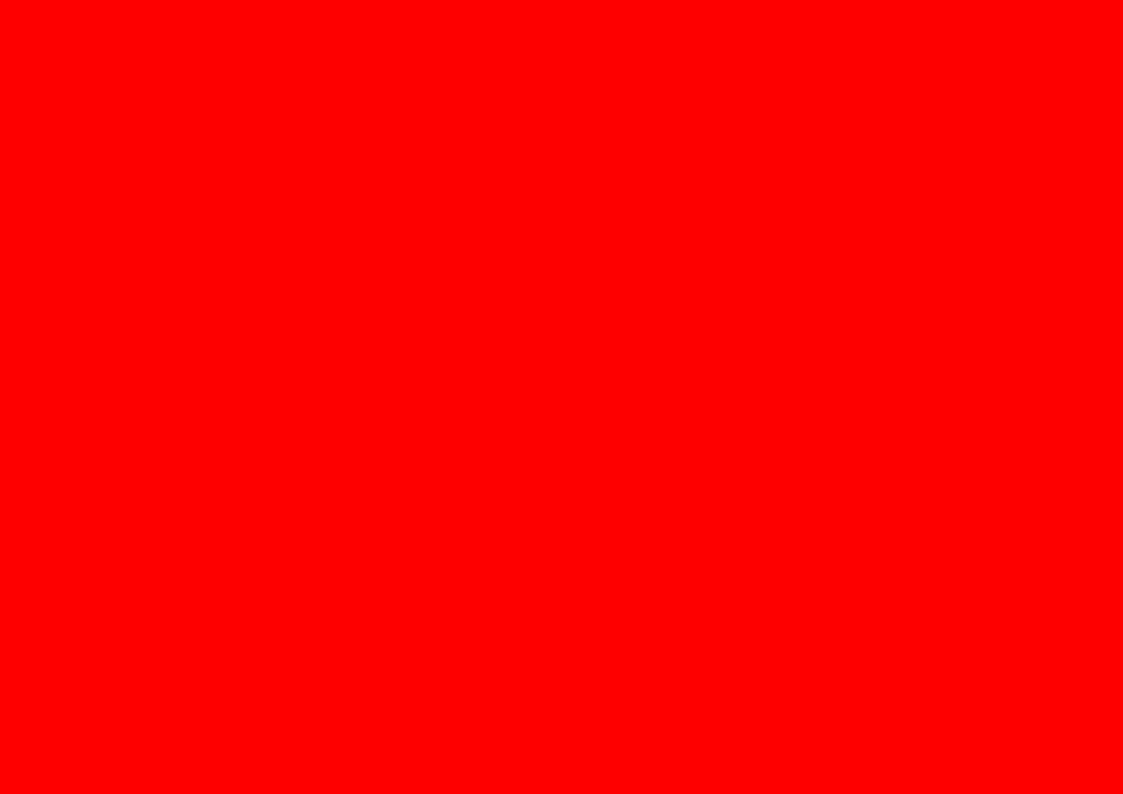
```
module Flier

def fly

puts "#{name} is flying!"

end

end
```



jonathan = Bird.new('Livingstone')

jonathan.extend Flier

jonathan.fly
=> "Livingstone is flying!"

module Bird attr_accessor:name

def initialize(name)
 @name = name
 end
end

class Canary include Bird include Flier end

tweety = Canary.new("Tweety")
tweety.fly

=> Tweety is flying!

```
module Swimmer

def swim

puts "#{name} is swimming!"

end

end
```

class Penguin include Bird include Swimmer end

kowalski = Penguin.new("Kowalski") kowalski.swimming

=> Kowalski is swimming!

Sorularınız?

Teşekkürler...

Andaç Karay Kudu

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