# Ruby

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# Ruby

Ruby is a programming language from Japan. Why i choose Ruby is because of its simplicity. Even though it is a simple language it is powerful as well.



### 1. Intro

#### Problem:

#### **Create a TIcTacToe Game:**

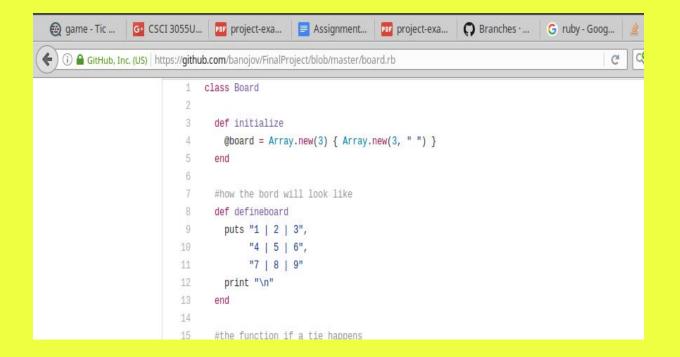
- Create a Board
- → Determine all the Win possibilities
- → Determine who is going to play
- → As the game progressed recreate the board
- → Final messages of who won

```
1 class Board
2
3 def initialize
4 @board= Array.new(3) { Array.new(3," ") }
5 end
6
7 def defineframe
8 puts "1 | 2 | 3 |",
9 "4 | 5 | 6 |",
10 "7 | 8 | 9 |"
11 print "\n"
12 end
```

First Function Initialize and Board Frame



This TicTacToe game is a game between you and a friend





The board function was later on changed to look more like the following piece of code



### 2. Functions

After having a good idea of how the board will look like i proceeded to make a function if a tie occurs,

This was a simple function.

However all the possible wins was the most challenging function since there are multiple ways a player can win

```
20
      #print board after each of the players choose their "X" or "O" move
      def print Board
        (0...3).each do [row]
          print "
24
          (0...3).each do |col|
            print @board[row][col]
26
            print " | " unless col == 2
          end
28
          print "\n"
29
          print unless row == 2
         end
        print "\n"
       end
      # all the possible wins
34
      def find Winner
35
        #diagonal wins
36
         if ( @board[0][2] == @board[1][1] && @board[1][1] == @board[2][0] ) ||
           ( @board[0][0] == @board[1][1] && @board[1][1] == @board[2][2] )
          return @board[1][1] unless @board[1][1] == " "
38
39
         end
40
        #wins on the sides
41
            (0...3).each do |i|
42
          if @board[i][0] == @board[i][1] && @board[i][1] == @board[i][2]
43
            return @board[i][0] unless @board[i][0] == " "
44
45
          elsif @board[1][i] == @board[2][i] && @board[0][i] == @board[1][i]
46
            return @board[0][i] unless @board[0][i] == " "
47
          end
48
         end
        # the game is tied
```



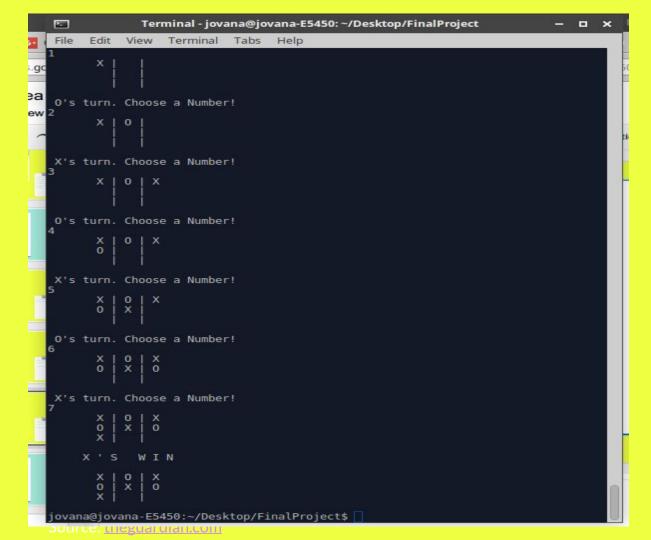
All the possible win instances

Source: theguardian.com

```
#let the game begin
    board = Board.new
    currentplayer = "X"
67
    puts "\n" * 100
    board.defineboard
70
    while board.find Winner == "U"
72
      puts " #{currentplayer}'s turn. Choose a Number!"
74
75
      moves = gets.chomp.to_i - 1
      row = moves / 3
76
      col = moves % 3
78
      if board.remove(currentplayer, row, col)
79
        if currentplayer == "X"
80
          currentplayer = "0"
82
        else.
          currentplayer = "X"
83
84
        end
85
      else
        puts "Invalid move, please select again\n\n"
87
88
      board.print_Board
90
    end
91
    winner = board.find_Winner
93
94
      if winner == "C"
        puts " PLAYER C WON G A M E"
95
```

Implementation of board

**Definition of X and O** 





Code in action



## 4. Closing

- We cannot mention Ruby without mentioning Ruby on Rails
- https://www.youtube.com/watch?v=0 aDhY\_y8WTo&feature=youtu.be
- → A good intro to ruby on rails
- Ruby on Rails, is a server-side web application framework written in Ruby under the MIT License. Rails is a model-view-controller framework that provides default structures for a database, a web service, and web pages.



https://www.tut orialspoint.com/r uby-on-rails/rail s-examples.htm