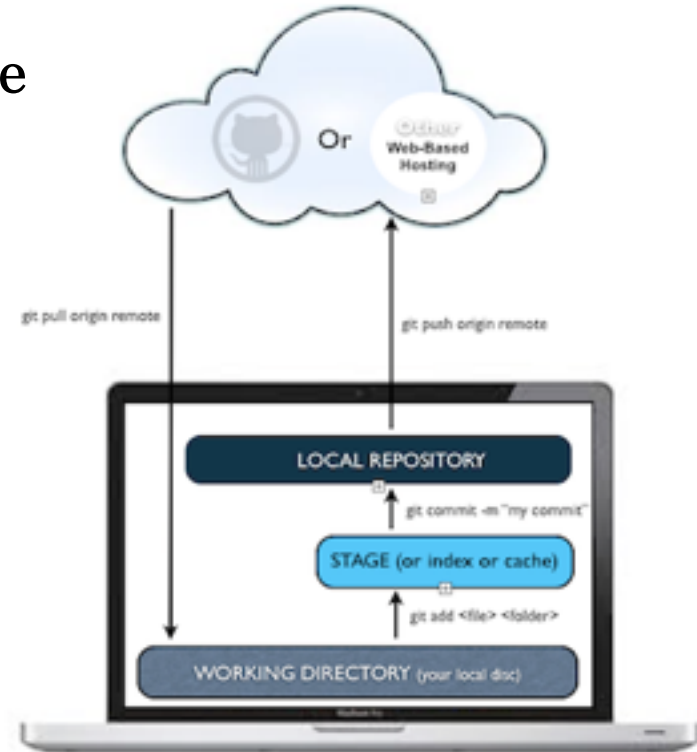


LANG = 'RUBY'

REVISION

› GIT - Structured storage for your code





Exercise

- › Create a folder named `bewd4_exercises` on your local machine
 - › Add a folder named `class2` to `bewd4_exercises`
- › Create a git repository to track changes in `bewd4_exercises`
 - › Add the subfolder `class` to the local repo
 - › Commit this change locally
- › Create a repository called '`bewd4_exercises`' in Github
 - › Push your changes to Github

AGENDA



- Easier to navigate a Rails project once -
 - Basic understanding of programming
 - Basic understanding of Ruby
- Focus
 - Variables
 - Methods
 - Conditional Logic

FUNDAMENTALS

LANGUAGE GRAMMAR

FUNDAMENTALS

**RUBY GRAMMAR IS
STRICT**

FUNDAMENTALS

ALL ABOUT DATA

SIMPLE DATA TYPES

INTEGERS

1, 1000, 45, -23

FLOATS

1.23, 10.00, -2.3

STRINGS

‘bob’, ‘hello world’

BOOLEAN

true or false

DATETIME

2015-02-17 06:06:14.893783



Operators

- Primitive operators

- +, -, /, *

- Logical operators

- and, or, &&, ||

- **avoid and/or !**

- Relational operators

- ==, >, <, >=, <=

FUNDAMENTALS

**Q: HOW DO WE SAVE
A VALUE?**

**Q: HOW DO WE STORE
A REFERENCE TO A
VALUE?**

FUNDAMENTALS

A: VARIABLES!

VARIABLES



- Reference to data in memory
 - Assignment
 - `age = 17`
 - Age is the variable
- Variables can be accessed
 - `puts age`
- Variables can be re-assigned
 - `age = 19`
- Variables can be the result of an expression
 - `x = 3.141592653 ^ 2`

5 MIN BREAK



TREAT!

<https://youtu.be/6L8bIzPE0-Y>

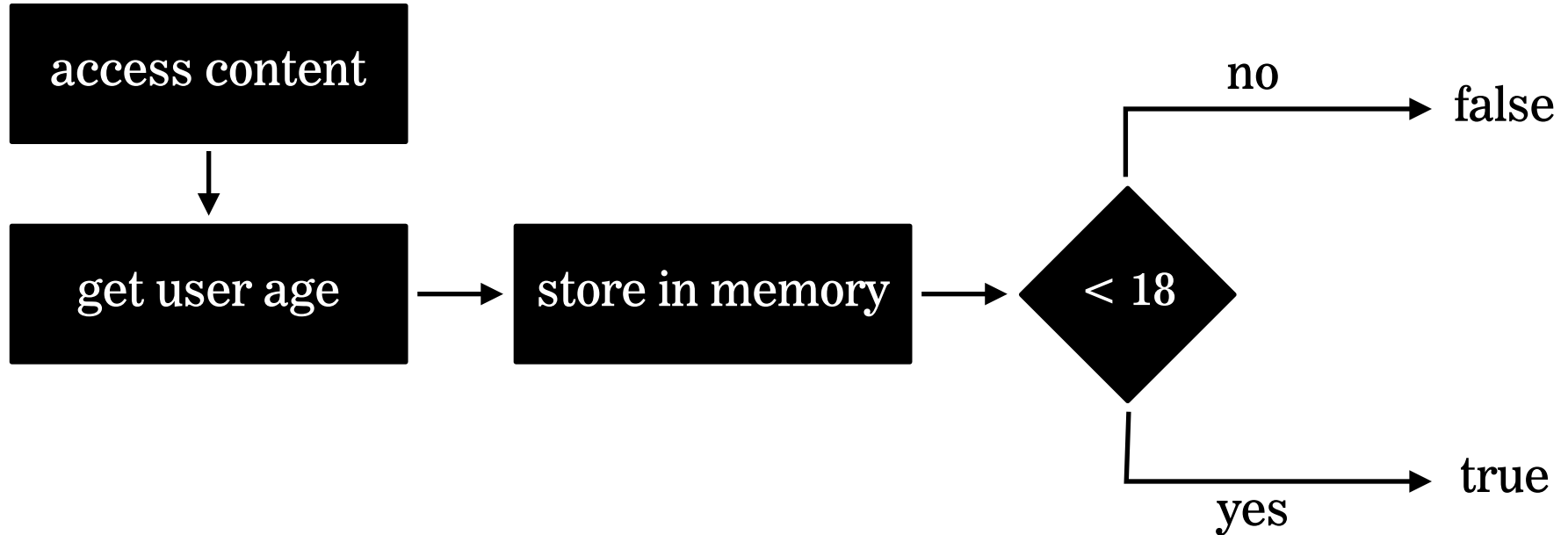
CONDITIONAL STATEMENTS

CONDITIONALS

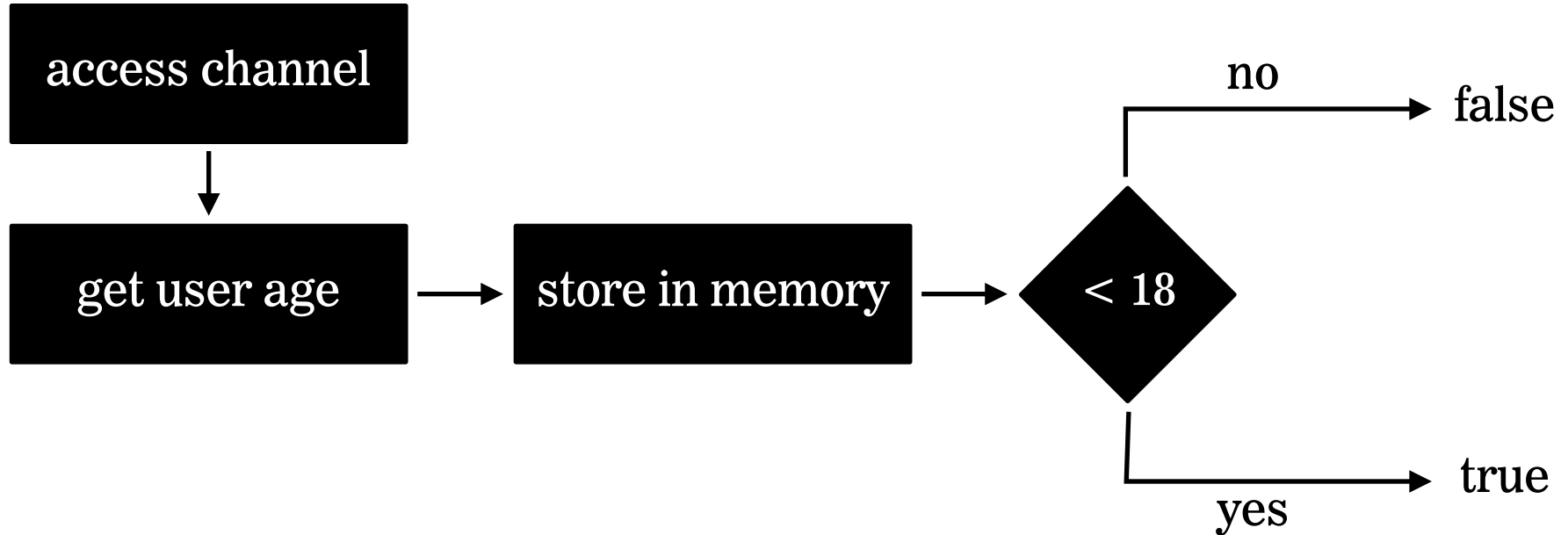


- Keywords
 - if
 - execute code if condition is true
 - else
 - execute code if condition is false
 - elseif
 - execute code if alternate condition is true
- Only one block of code is ever executed!

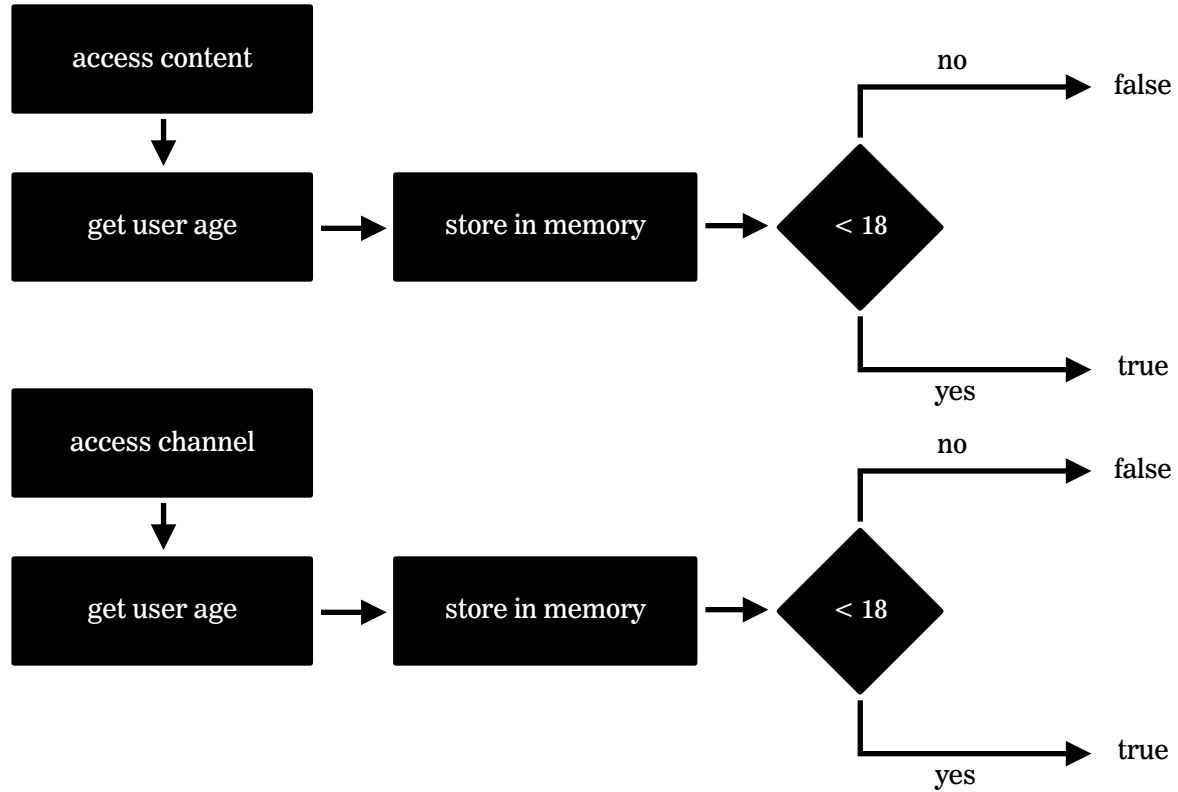
FUNDAMENTALS



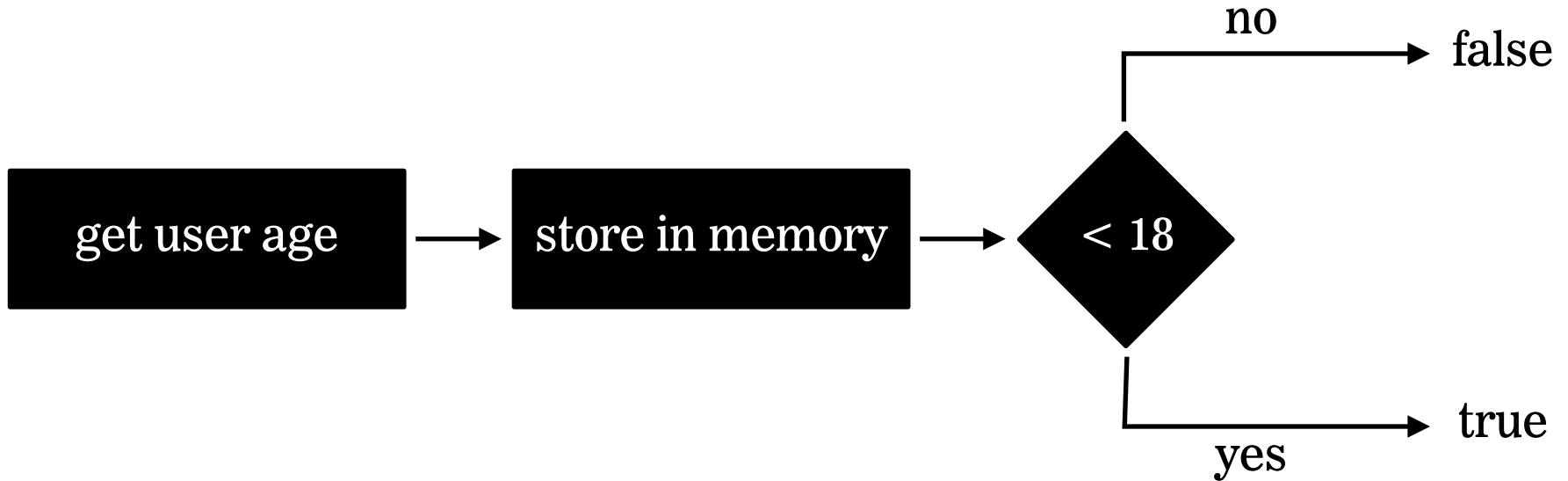
FUNDAMENTALS



FUNDAMENTALS



FUNDAMENTALS

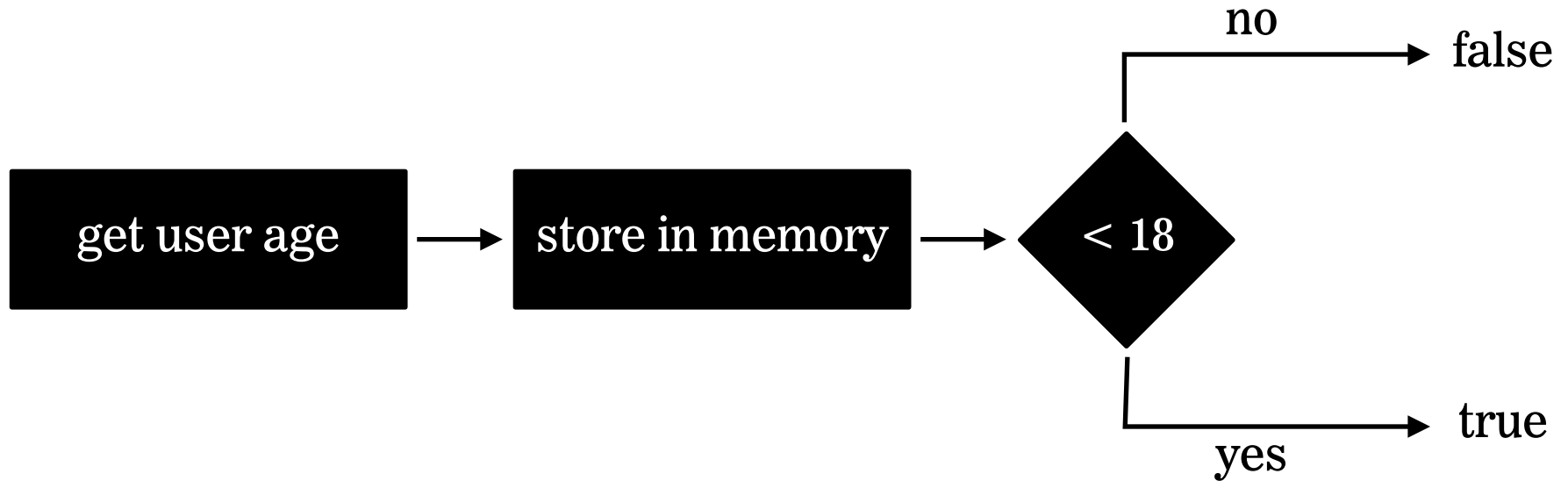


**Q: HOW DO WE REUSE
CODE?**

FUNDAMENTALS

A: METHODS!

FUNDAMENTALS



**Q: CAN THE METHOD
BE FURTHER SUB-
DIVIDED?**

ADDITIONAL EXERCISES

HOMEWORK!