GENERAL ASSEMBLY



- Simple Data Types
 - Number, Float, String, Boolean, DateTime
- Operators
 - Primitive, Boolean & Relational
- Variable assignment
- Conditional Statements
 - if, elsif & else
- Methods

EXPRESSIONS

- +2+3
- **→** 6 3
- → 4.5 * 3.5
- **6/3**

ASSIGNMENT / EXERCISE

- A variable has a name and a value
 - $\mathbf{x} = 2$
 - y = 3
 - z = x * y
- Variables can be used in statements
 - \rightarrow puts x + ' * ' + y + ' = ' + z

CONDITIONAL STATEMENTS

- Expression evaluates
 - true (if, elsif)
 - false (else)

METHODS

- How to define a method
 - Keyword <u>def</u>
 - Unique method name
 - → 0 or more parameters
 - Only 1 return value
- How to invoke/call a method



Exercise

- Clone the repository shirren/bewd4_exercises
- Complete the code in class3/bewd_math.rb
 - 15 min time limit

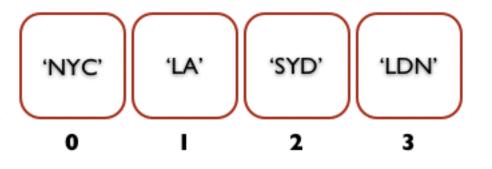
COLLECTIONS

ARRAYS

COLLECTIONS

ARRAYS

- <u>Sequence</u> of values
 - Like a pill box
 - Each position has a label
 - The label is always a number
 - Starts at 0!
- Ordered
 - Ruby arrays can store multiple types





Arrays

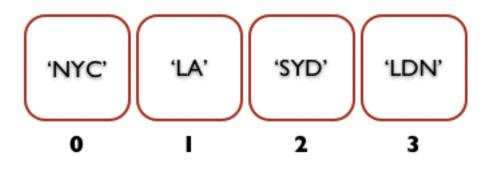
- Supports additional methods
 - reverse
 - friendly names to access data
 - first
 - last
- Lets just dive in!

HASHES

COLLECTIONS

HASH

- Collection of values
 - Like a pill box
 - Each position has a label
 - The label can vary
 - Be a number
 - Be a string
 - Be a symbol
- Label is referred to as the key





Hashes

- Supports additional methods
 - has_key?
 - key?
 - include?
 - has_value?
 - keys
 - values
- Lets just dive in!

SYMBOLS

SYMBOLS

- Special type in ruby, used extensively
 - Always preceded by a colon
 - Cannot contain spaces or numbers
- Are used because:
 - Use less memory
 - Easier to compare to other objects
 - Cleaner in syntax
- Examples:
 - :hello, :this_is_a_symbol

PRIMARILY USED AS KEYS FOR HASHES



Hash rocket syntax

- Ruby 1.8 & <
 - \cdot :key => value
- Ruby 1.9+
 - key: value
- Ruby developers prefer the newer syntax
 - Remnants of old syntax still around

REPETITION



Repetition

- Loops are used to repeat lines of code
- Ruby loops are a little different:
 - .times
 - · .each
 - · .map
 - · .reduce
- Readup on .upto and .downto
- Ruby has for, while and until



http://www.sitepoint.com/history-ruby/



Exercise

- Fizz Buzz
 - TIME : 20 min
 - Write a program that prints numbers from 1 to 100.
 - But for multiples of three print "Fizz" instead of the number and for the multiples of five print "Buzz".
 - For numbers which are multiples of both three and five print "FizzBuzz".

RECAP: ANY QUESTIONS

EXERCISES FROM CLASS 2

HOW DO WE REUSE CODE?

METHODS

GROUP METHODS?

MODULES ARE POWERFUL!



Modules

- Used to group methods
- Modules can be re-used
 - We will see how in class 5
- Keyword <u>module</u>
 - Module name must be unique

HOW DO WE REUSE MODULES?

FUNDAMENTALS ADVANCED Library Class Module Module Class Method Method Method Method Method

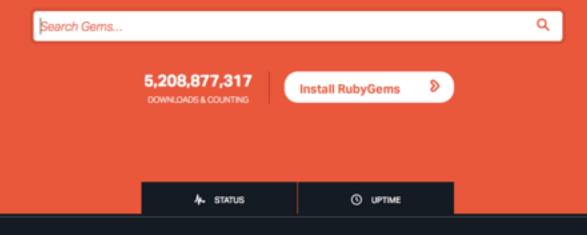
CODE DEMO

Libraries

- Also known as Gems
- Name some famous Gems
 - Rails, Devise, Capybara etc
 - So many ...
- How do we use libraries?
 - 2 techniques
 - 1. Install locally
 - 2. Use an API



Find, install, and publish RubyGems.



RubyGems.org is the Ruby community's gem hosting service. Instantly publish your gems and install them. Use the API to interact and find out more information about available gems. Become a contributor and enhance the site with your own changes. STATUS

CODE

DISCUSS

Libraries cont...

- Need to use many libraries when building a Rails application
 - Use **Bundler** for installing Gems
 - Instead of gem install ...
- Libraries have version numbers
 - More on this when we start with Rails ...

HOMEWORK!