Learning a New Language

Learning by Translation

Learning by translation is taking code from one languauge, like Ruby, then learning the equivilient in another, such as JavaScript. This is generally done by performing a few exercises of translating code you have previously written in the first languauge a directly translating it to the new, without chaning functionaility.

Althougth this gives a quick understanding of how the new language works, it is improtant to learn some things the old way. Important aspects of a language:

* Naming conventions
* Objects
* Datatypes
* Conditionals
* Loops
* Classes
* Methods/Functions
* Operators

To learn by translation go through an app and take each action/function/object, then compare and translate into the other languauge.

Ruby to JavaScript

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| **Ruby** | **JavaScript** |
| Attr\_reader |  |
| Class.new |  |
| hash[:value] |  |
| raise(‘error’) |  |
| if <boolean>  elsif <boolean>  end |  |
| >= |  |
| <= |  |
| > |  |
| < |  |
| != |  |
| == |  |
| File.open |  |
| String interpolation “ #{ var }“ |  |
| require ‘<other-file>’ |  |
| call constant from other file |  |
| create array |  |
| append to array |  |
| length of array |  |
| array includes? |  |
| delete from array |  |
| random number from array |  |
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