

Quick Ruby



AUBURN UNIVERSITY

Rodrigo Sardiñas



Topics

- Running Ruby File
- Variables
- Selection
 - Cases
- Iteration (while)
- Methods
- Classes



Running Ruby File

- From a terminal type in
 - `ruby [file name].rb`



Variables

- Data type is inferred, no need to declare type
- CONSTANTS begin with capitol letters
 - Customary to use ALL CAPS to indicate constant
- Global variables begin with \$
- Instance variables begin with @
 - Similar to class variables but local to one instance of a class object
- Class variables begin with @@
 - Think static scoping in Java



Variables (Continued)

Default Access Modifier for Instance variable =
Private

Accessors?

attr_accessor :ink_level

attr_accessor :paper_level



Selection

- Do not need () or semi-colons or colons

Example 1:

```
if 10 < 20 [then]
```

```
    Do this stuff
```

```
end
```

Selection



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Example 2:

if $10 < 20$; Do this stuff end

Selection



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Example 3

```
if ...  
    do this  
else  
    do this instead  
end
```

Example 4

```
if ...  
    do this  
elseif  
    do this instead  
end
```




Cases

- Case statement does return a value, so it is possible, but not necessary, to save output

Example:

```
result = case value_to_test
```

```
  when match1 then result1 ← this gets saved into result
```

```
  when match2 then result2 ← ""
```

```
  when match3 ← does value_to_test equal this value?
```

```
  else return_this_instead
```

```
end
```



Cases

- Saving return value is optional, can just as easily simply execute statements similar to if statements
- No “then” statement

Example:

```
case my_var
  when my_var_equals_this_value
    do this stuff
  when my_var_equals_another_value
    do this stuff instead
  else
    do this stuff if no matches
end
```



Iteration (While)

- Syntax looks like if statement

Example:

```
while test this condition
    body of while loop
    execute these statements
end
```



Iteration (For)

```
for some_loop_var in some_range  
    do this stuff  
end
```

Example (2 .. Inclusive, 3 ... Exclusive):

```
for i in 1...10  
    puts "I am in a for loop"  
end
```



Methods

- Begin with “def” keyword, followed by function name (and any amount of optional parameters)

Example:

```
def function_name (opt_arg1, opt_arg2, ...)  
    do stuff here  
    body of function  
    [return some_value] ← this is optional  
end
```



Methods

- Use like java function

Example:

```
function_name(1, 2, 3)
```

```
another_function_w_no_args()
```

```
value = this_func_returned_smth()
```



Classes

- Start with “class” keyword followed by desired class name (Class name must be CONSTANT)
- Define an initialize function for a constructor. Behaves as a normal constructor
- Class functions called via dot (.) notation
 - `Class_name.function_name()`
- Can manually create your own mutator and accessor functions, or use “attr_accessor” keyword
- Examples on next slides



Classes (Example part 1)

```
class My_made_up_class
```

```
  attr_accessor :instance_var ← make accessor  
                             and mutator for me
```

```
  def initialize(my_arg) ← our constructor  
    @instance_var = my_arg  
end
```




Classes (Example part 2)

...

```
A_CONSTANT = 10
```

```
ANOTHER_CONSTANT = "a"
```

```
def another_function
```

```
    return 10
```

```
end
```

```
def another_function2
```

```
    just do this stuff
```

```
end
```

```
end
```



Classes (Example part 3)

```
load "path to file for My_made_up_class.rb"
```

```
class_object = My_made_up_class.new(10)
```

```
another_var = class_object.another_function
```

```
class_object.another_function2
```



Interactive Ruby (IRB)

- Interactive editor for
 - Dynamic code creating/testing
 - Debugging classes
 - Quickly testing syntax