Ruby vs JavaScript

Variables & Assignment

```ruby
name = "John"
```

```javascript
let name = 'John';
```

Printing & Returning

```ruby
# Print to the screen
puts "Hello World"

# Return a value
return "Hello World"
```

```javascript
// Print to the screen
console.log('Hello World');

// Return a value
return 'Hello World';
```

Comparison & Logic

```ruby
if name == "John"
  # name is John
else
  # name isn't John
end
```

```javascript
if (name === 'John') {
  // name is John
} else {
  // name isn't John
}
```

Interpolation

```ruby
name = "John"
puts "Hello #{name}"
```

```javascript
let name = 'John';
console.log(`Hello ${name}`);
```

Arrays & Hashes

```ruby
# Create a new array
shopping = []

# Add an item to the array
shopping.push("milk")

# Create a new hash
states = {}

# Add a key + value
states[:nsw] = "New South Wales"

# Return a key's value
states[:nsw]
```

```javascript
// Create a new array
let shopping = [];

// Add an item to the array
shopping.push('Milk');

// Create a new hash (aka: object)
let states = {};

// Add a key + value
states.nsw = 'New South Wales';

// Return a key's value
states.nsw;
```

Loops

```ruby
# Loop through an array
shopping.each do |item|
  puts item
end

# Loop through a hash
states.each do |key, value|
  puts key
  puts value
end
```

```javascript
// Loop through an array
for (let item of shopping) {
  console.log(item);
}

// Loop through a hash (aka an object)
for (let key of states) {
  console.log(key); // key
  console.log(states[key]); // value
}
```

Methods

```ruby
# Define a method called add
def add(a, b)
  return a + b
end

# Call the add method
total = add(1, 3)
```

```javascript
// Define a function called add
let add = (a, b) => {
  return a + b;
}

// Call the add function
total = add(1, 3);
```

Classes

```ruby
class Dog
  attr_accessor :name
  def initialize(name)
    @name = name
  end
  def speak
    puts "#{@name} says woof!"
  end
end

# Create a new dog named Rover. Assign him to
a rover variable.
rover = Dog.new('Rover')

# Ask Rover to speak
rover.speak # -> "Rover says woof!"

# Change Rover's name to Rover The Great
rover.name = 'Rover The Great'

# Speak again
rover.speak # -> "Rover the great says woof!"
```

```javascript
class Dog {
  constructor(name) {
    this.name = name;
  }
  speak() {
    console.log(`${this.name} says woof!`);
  }
}


// Create a new dog named Rover. Assign him t
o a rover variable
let rover = new Dog('Rover');

// Ask Rover to speak
rover.speak(); // -> "Rover says woof!"

// Change Rover's name to Rover The Great
rover.name = 'Rover The Great';

// Speak again
rover.speak(); // -> "Rover The Great says wo
of!"
```

 You made it! ❤