CMSC 330: Organization of Programming Languages

Ruby, Part 3

Standard Library: Hash

- A hash acts like an associative array, in which elements can be indexed by any types of values, not necessarily just integers
 - every Ruby object can be used as a hash key, because the Object class has a hash method
- Elements are referred to using [] like array elements, but Hash.new is the Hash constructor

```
italy= Hash.new()
italy["population"]= 58103033
italy["continent"]= "europe"
italy[1861]= "independence"
```

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Standard Library: Hash (con't.)

- The Hash method values returns an array of a hash's values (in some order)
- And keys returns an array of a hash's keys (in some order)
- Iterating over a hash:

```
italy.keys().each() { |key|
  puts("key: #{key}, value: #{italy[key]}")
}
```

Standard Library: Hash (con't.)

Convenient syntax for creating literal hashes

- use { key => value, ... } to create hash table

```
credits = {
   "cmsc131" => 4,
   "cmsc330" => 3,
}

x = credits["cmsc330"] # x now 3
credits["cmsc351"] = 3
```

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Standard Library: File

Lots of convenient methods for I/O

```
File.new("file.txt", "rw") # open for rw access
File.readline # reads the next line from a file
File.readlines # returns an array of all file lines
```

File.eof # return true if at end of file

File.close # close file

f << object # convert object to string and write to f \$stdin, \$stdout, \$stderr # global variables for standard UNIX IO By default stdin reads from keyboard, and stdout and stderr both write to terminal

File inherits some of these methods from IO

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Exceptions

- Use begin...rescue...ensure...end
 - like try...catch...finally in Java

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Command Line Arguments

- Stored in predefined array variable \$*
 - Can refer to as predefined global constant ARGV
- Example
 - If a program test.rb is invoked as ruby test.rb a b c
 - Then
 - ARGV[0] = "a"
 - ARGV[1] = "b"
 - ARGV[2] = "c"

Ruby Summary

Interpreted

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- Implicit declarations
- Dynamically typed
 - these three make it quick to write small programs
- Object-oriented
 - everything (!) is an object
- Code blocks
 - · easy higher-order programming!
 - get ready for a lot more of this...
- Built-in regular expressions and easy string manipulation
 - this and the first three are the hallmark of scripting languages

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Other Scripting Languages

- Perl and Python are also popular scripting languages
 - also are interpreted, use implicit declarations and dynamic typing, have easy string manipulation
 - both include optional "compilation" for speed of loading/execution
- Will look fairly familiar to you after Ruby
 - lots of the same core ideas
 - all three have their proponents and detractors
 - use whichever one you like best

Example Perl Program

```
#!/usr/bin/perl
foreach (split(//, $ARGV[0])) {
   if ($G{$_}) {
      $RE .= "\\" . $G{$_};
   } else {
      $RE .= $N ? "(?!\\" .
            join("|\\", values(%G)) . ')(\w)' : '(\w)';
      $G{$_} = ++$N;
   }
}
```

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Example Python Program

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