Marc Gatti

**CSC 351 Lab 2 – Introduction and Ruby Programming**

**Materials**:   <u>Seven Languages in Seven Weeks</u>, Bruce A. Tate
**Assigned**:    Wednesday, January 21
**Due**:         (1) typescript (one file only) of interactions on Ptolemy in D2L
                 Lab2Interactions dropbox
                 (2) Answers to questions below typed into a word-processed
                 document or text file and submitted to D2L Lab2Questions dropbox
                 (3) Ruby programs (single zip file) submitted to D2L Lab2Code
                 dropbox

**To Do**: (1) Work through the examples in the Ruby chapter of the book (Chapter 2) -
- you should read the chapter and follow along as you work.  Start a script session
before you start running examples, and stop the session and save it before you log
out.  Concatenate your script files into a single file called lab2.txt for submission.
Make sure YOUR NAME is in this file at the top. (2) Answer the questions below –
include questions and typed answers in a file for submission as described above.
YOUR NAME must be in your file.  (3) p. 18 Do: Print your name ten times.  (call it
ten.rb) p. 31 Do: Print contents of array (problem 1) (call it arr.rb).

1.  Describe your previous experience with Ruby (if none, write 'none').
     I used it last semester in class.

2.  What is duck typing?  What is dynamic typing?
     Duck typing is when you do not need a type in order to invole an existing method
     on an object.
     Dynamic Typing is when type checks are performed at run time.

3.  What is a scripting language, and how do you know that Ruby is a scripting
    language?
     A scripting language is interpretted and not compiled. Ruby is a scripting language
     because you can run the interpretter and execute individual scripts.

4.  Describe 3 features of Ruby that has that are novel or different from your point
    of view.

     Dynamic typing, Duck typing, Block controlled sections.

5. Name two types of projects for which Ruby would be a good choice and explain
why.

     Protoyping and quick release projects because it is a language that is easy to use and easy to learn.