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.

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