Little Ruby project (lrp.rb)

It's time I made a little Ruby project. This will be a fairly meaningless thing that enables me to create widgets (these are all of the same type) with properties such as name, size, and price; assign property values; list all objects and their values; change values; and delete objects. The only thing I might not know how to do here is to delete objects, but that's OK.

The basic functionality is a loop that prompts the user for input, then either outputs information or executes methods that prompt the user for further input, and *then* outputs information. The things that the user may do are listed above. Each corresponds to a method:

* create\_new\_widget (done)
* change\_attribute\_values (done, but hasn't been saved to $all\_widgets)
* list\_widgets\_and\_attributes
* delete\_widget (maybe)

There should be a control loop that enables the user to create new (done), list all by name, change attributes (done), display widget given a name, and delete widget.

Each time a widget is made, it is added to the $all\_widgets hash; the keys of the hash are the widget names. So it should be quite easy to list widgets and to display a widget given a name. Deleting is simply a matter of $all\_widgets.delete("keyname").

One problem is that, if the name is the key and the user wants to change the name, then the key will change and this would create a new widget without deleting the old. I guess the way to do this would be to delete the old, regardless of name, and then create a new one.

I am fairly sure, however, that I ought to be using symbols as keys. I'm just not sure how to do that.