gsrubylib

`if object.`**`in?`** `collection`	
`if object.`**`not_nil?`**	`non_nil?`
`str = object.`**`pp_s`**	
`o.`**`define_method`**`(:add) do |x,y| x + y end`	
`squares = (1..10).`**`build_hash`** `{ |n| [n, n*n] }`	`graph`
`squares.values.`**`mapf`**`(:to_s)`	`collectf`
`h = squares.`**`apply_keys`** `{ |k| k.to_s }`	
`h = squares.`**`apply_values`** `{ |k| k.to_s }`	
`"foo".`**`indent`**`(4)`	
`"bar".`**`tabto`**`(4)`	

`USAGE = %{`
`   | usage: prog [-o dir] -h file...`
`   |    where`
`   |      -o dir        outputs to DIR`
`   |      -h            prints this message`
`}.`**`trim`**`("|")`	

`StringIO.string` `{ |o| o.puts "Hi…" }`	

`class Person`
`  `**`attr_predicate`** `:young`
`  `**`attr_predicate_rw`** `:successful`
`end`	

Labels

```
Result = GS::Label.create(:win, :lose, :draw)
result = Result.lose
result.to_s / to_sym / symbol / inspect
result == Result[:lose]
```

Labels are safer than symbols because they guard against misspellings. They also "inspect" nicely.