

Programming for Everybody

6. Hashes & Symbols



Hashes - a recap

hashes are a type of Ruby collection of key-value pairs, where unique keys are associated with some values

keys must be unique, but values can be repeated

```
breakfast = {  
  "bacon" => "tasty",  
  "eggs" => "tasty",  
  "oatmeal" => "healthy",  
  "OJ" => "juicy"  
}
```

So far, we've only used **strings** as **hash keys**, but a more "Rubyist" approach would be to use **symbols**

Symbols as Hash keys

symbols are mainly used in Ruby either as **hash keys** or for referencing method names

symbol-as-keys are faster than **strings**-as-keys because:


- they can't be changed once they're created
- only one copy of any **symbol** exists at any given time, so they save memory

symbols always start with a colon (:), the first character after the colon has to be a letter or an underscore () (ex `:my_symbol`)

Symbols as Hash keys (cont.)


No more strings as keys from now on!

```
my_hash = {  
  "cat" => "Garfield",  
  "dog" => "Snoopy",  
  "bird" => "Tweety"  
}
```



```
cat_name = my_hash["cat"]
```

```
my_hash = {  
  :cat => "Garfield",  
  :dog => "Snoopy",  
  :bird => "Tweety"  
}
```



```
cat_name = my_hash[:cat]
```

Converting between symbols and strings

1. Converting symbols to strings

```
:test.to_s  
# result -> "test"
```

2. Converting strings to symbols

```
"hello".to_sym          or          "hello".intern  
# result -> :hello      # result -> :hello
```

New symbol syntax

The Hash syntax we've seen so far
(with the `=>` between keys and values) is nicknamed
the *hash rocket* style

However, the Hash syntax changed in Ruby 1.9:
no more *hash rockets* from now on!

```
my_hash = {  
  :cat => "Garfield",  
  :dog => "Snoopy",  
  :bird => "Tweety"  
}
```



```
my_hash = {  
  cat: "Garfield",  
  dog: "Snoopy",  
  bird: "Tweety"  
}
```



```
cat_name = my_hash[:cat]
```

```
cat_name = my_hash[:cat]
```

Reading from hashes:

Setting a default value

If we try to access a **key** that doesn't exist we'll get `nil` as a result

But if we create our **Hash** using the `Hash.new` syntax, we can specify a default value for non-existent keys

```
my_hash = Hash.new("Bob")
```

```
# now if we try to access a non-existent key in  
my_hash, we'll get "Bob" as a result
```

```
my_hash[:a_key] => 'Bob'
```

Selecting from hashes

to filter a hash for values that meet certain criteria we can use the **.select** method

```
grades = {  
  alice: 100,  
  bob: 92,  
  chris: 95,  
  dave: 97  
}
```

```
p grades.select { | name, grade | grade < 97 }
```

```
# prints out { :bob => 92, :chris => 95 }
```


Printing just keys || values

We can also iterate over **just keys** or **just values** using the **.each_key** and the **.each_value** methods

```
my_hash = { one: 1, two: 2, three: 3 }
```

```
my_hash.each_key { |k| puts k }
```

```
# puts out: one two three
```

```
my_hash.each_value { |v| puts v }
```

```
# puts out: 1 2 3
```

Thank **you.**

