



**Array**

# Outline

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# 1. Array introduction

- ❖ Arrays are ordered collections of objects, integer-indexed.
- ❖ Array class inherits from **Object** class and includes **Enumerable** module.
- ❖ Array Index starts at 0.
- ❖ A negative index is assumed to be relative to the end of the array.

## 2. Creating array

### ❖ Using the literal constructor []

```
arr = [1, "two", 3.0]      # => [1, "two", 3.0]
```

### ❖ Using class method

```
arr = Array.new            # => []  
Array.new [8, 9]           #=> [8, 9]  
Array.new 3                # => [nil, nil, nil]  
Array.new 3, true          # => [true, true, true]  
Array.new 3, "hello"       # => ["hello", "hello", "hello"]
```

### ❖ Other

```
animals = %w(monkey dog cat)  # => ["monkey", "dog", "cat"]
```

## 3. Accessing array

Using the `[]` method:

```
> arr = [1, 2, 3, 4, 5, 6]
> arr[2]           # => 3
> arr[100]         # => nil
> arr[-3]          # => 4
> arr[2, 3]        # => [3, 4, 5]
> arr[0, 0]        # => []
> arr[1..4]        # => [2, 3, 4, 5]
> arr[1..-3]       # => [2, 3, 4]
```

Using other methods

```
> arr = [1, 2, 3, 4, 5, 6]
> arr.at 0         # => 1
> arr.first        # => 1
> arr.last         # => 6
> arr.take 3       # => [1, 2, 3]
```

## 4. Get information about an array

Using other methods (continue)

```
> numbers = ["one", "two", "three", "four"]  
> numbers.length           # => 4  
> numbers.empty?           # => false  
> numbers.include? "ten"    # => false
```

## 5. Array manipulation

Items can be added to the end of an array by using either **push** or **<<**

```
> arr = [1, 2, 3, 4]
> arr.push 5
> arr << 6 << 7 << 8
> a1 = [1]; a2 = [2, 3]; a3 = [4, 5, [6, 7]]
> a = a1 << a2 << a3
> a[1]
> a[1][0]
> a[2][2][0]
> a.flatten
```

```
# => [1, 2, 3, 4, 5]
# => [1, 2, 3, 4, 5, 6, 7, 8]
# => [1, [2, 3], [4, 5, [6, 7]]]
# => [2, 3]
# => 2
# => 6
# => [1, 2, 3, 4, 5, 6, 7]
```

## 5. Array manipulation

- ❖ **unshift** will add new items to the beginning of an array.

```
→ arr.unshift -1, 0           # => [-1, 0, 1, 2, 3, 4, 5, 6]
```

- ❖ With **insert** you can add a new element to an array at any position.

```
→ arr.insert 3, "apple"       # => [0, 1, 2, 'apple', 3, 4, 5, 6]
```

- ❖ The method **pop** removes the last element in an array and returns it.

```
→ arr = [1, 2, 3, 4, 5, 6]
→ arr.pop                     # => 6
→ arr                         # => [1, 2, 3, 4, 5]
```

- ❖ To retrieve and at the same time remove the first item, use **shift**.

```
→ arr.shift                   # => 1
→ arr                         # => [2, 3, 4, 5]
```

- ❖ To delete an element at a particular index.

```
→ arr.delete_at(2)            # => 4
→ arr                         # => [2, 3, 5]
```



## 6. Iterating over array

- ❖ Array has **each** method, which includes from Enumerable module.

```
arr = [1, 2, 3, 4, 5]
```

```
→ arr.each {|e| puts e}           # => print: 1 2 3 4 5
```

- ❖ Sometimes useful iterator is **reverse\_each** which will iterate over the elements in the array in reverse order.

```
arr = [1, 2, 3, 4, 5]
```

```
→ arr.reverse_each {|e| puts e}   # => print: 5 4 3 2 1
```

- ❖ The **map** method can be used to create a new array based on the original array.

```
arr = [1, 2, 3, 4, 5]
```

```
→ arr.map {|a| 2 * a}             # => [2, 4, 6, 8, 10]
```

```
→ arr                             # => [1, 2, 3, 4, 5]
```

```
→ arr.map! {|a| a ** 2}           # => [1, 4, 9, 16, 25]
```

```
→ arr                             # => [1, 4, 9, 16, 25]
```

## 7. Other array methods

- ❖ compact
- ❖ concat
- ❖ index
- ❖ count
- ❖ sample
- ❖ select
- ❖ shuffle
- ❖ uniq
- ❖ ...

# References

- ❖ <http://ruby-doc.org/core-3.1.0/Array.html>
- ❖ <http://zetcode.com/lang/rubytutorial/arrays/>
- ❖ [https://github.com/awesome-academy/RubyExample\\_TFW](https://github.com/awesome-academy/RubyExample_TFW)

# Question & Answer?



