CSc 600-01 (Section 1)

Homework 5 - Introduction to Ruby

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CSc 600 Homework 4 - Ruby Introduction

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Homework is prepared in LaTeX with TeXShop editor (under GNU GPL).

1. Write a single Ruby demo program that illustrates the use of all main Ruby iterators (*loop*, *while*, *until*, *for*, *upto*, *downto*, *times*, *each*, *map*, *step*, *collect*, *select*, *reject*).

1.1 loop

```ruby
# loop repeatedly executes the block of code
# In the example below I tried to emulate the look of vi text editor:
def use_loop
  line_number = 1
  loop do
    print "#{line_number}\t"
    line = gets
    break if line =~ /^\:q!|\:wq/      # exit on either :q! or :wq
    line_number += 1
  end
end
```

Result of the code execution:

```
$ irb -I . -r hw5_problem1.rb
irb(main):001:0> use_loop
1       Skepticism is a resting place for human reason
2       where it can reflect upon its dogmatic wanderings,
3       but it is no dwelling place for permanent settlement.
4       Simply to acquiesce in skepticism can never suffice
5       to overcome the restlessness of reason.:wq
=> nil
```

Depending on the existence and the location of the break statement inside the block, loop can be either a loop with exit at the top, with exit at the bottom, with exit in the middle, or with no exit at all, which would produce an infinite loop.

If no block is given, an enumerator is returned instead:

```
$ irb
irb(main):001:0> p loop
#<Enumerator: main:loop>
=> #<Enumerator: main:loop>
irb(main):002:0> puts loop
#<Enumerator:0x00007f813f09c140>
=> nil
```

1.2 while

```ruby
# while loop executes the code while condition is true:
def use_while
  # example of while with exit at the top:
  a = 0
  while a < 5 do
    p a
    a += 1
  end

  puts
  # example of while with exit at the bottom:
  i = 0
  while true
    puts "push #{i}"
    i += 1
    break if i >= 10
  end

  puts
  # example of while with exit in the middle:
  while true
    i -= 1
    break if i < 0
    puts "pop #{i}"
  end

  puts
  # example of while loop as an inline modifier:
  p a -= 1 while a > 0
end
```

Result of the code execution:

```
$ irb -I . -r hw5_problem1.rb
irb(main):001:0> use_while
0
1
2
3
4

push 0
push 1
push 2
push 3
push 4
push 5
push 6
push 7
push 8
push 9

pop 9
pop 8
pop 7
pop 6
pop 5
pop 4
pop 3
pop 2
pop 1
pop 0

4
3
2
1
0
=> nil
```

1.3 until

```ruby
# until loop executes the code while condition is false
def use_until
  a = 0
  until a > 4 do
    p a
    a += 1
  end

  puts
  # example of until loop as an inline modifier:
  p a -= 1 until a <= 0
end
```

Result of the code execution:

```
$ irb -I . -r hw5_problem1.rb
irb(main):001:0> use_until
0
1
2
3
4

4
3
2
1
0
=> nil
```

1.4 for

```ruby
def use_for
  for number in 1..5 do
    p number
  end

  puts
  # do is optional:
  for number in 1...5
    p number
  end
```

```ruby
  puts

  # as an expression, for loop returns all the values it iterated over:
  p for number in 1...5 do end
  p for letter in 'a'..'z' do end
  p for number in [1, 2, 3, 4] do end
  p for letter in ['a', 'b', 'c', 'd'] do end
end
```

Result of the code execution:

```
$ irb -I . -r hw5_problem1.rb
irb(main):001:0> use_for
1
2
3
4
5

1
2
3
4

1...5
"a".."z"
[1, 2, 3, 4]
["a", "b", "c", "d"]
=> ["a", "b", "c", "d"]
```

2. Write Ruby recognizer methods *limited*? and *sorted*? that expand the Ruby class Array.

The expression `array.limited?(amin, amax)` should return *true* if $amin \leqslant a[i] \leqslant amax \ \forall i$.

The expression `array.sorted?` should return the following:

- 0 if the array is not sorted
- +1 if $a[0] \leqslant a[1] \leqslant a[2] \leqslant ... \leqslant a[n]$ (non-decreasing order)
- −1 if $a[0] \geqslant a[1] \geqslant a[2] \geqslant ... \geqslant a[n]$ (non-increasing order)

Show examples of the use of this method.

Source code of the program:

The result of the program execution:

3. Create a Ruby class *triangle* with initializer, accessors, and member functions for computing the *perimeter* and the *area* of arbitrary triangles. Also make a member function *test* that checks sides a, b, and c, and classifies the triangle as:

(1) equilateral,

(2) isosceles,

(3) scalene,

(4) right,

(5) not a triangle.

Right triangle can be either isosceles or scalene. Compute the perimeter and area only for valid triangles (verified by test). Show examples of the use of this class.

The answer is listed on the page TBD.

Source code of the program:

The result of the program execution:

4. Create a Ruby class *Sphere*. Each sphere is characterized by the instance variable radius. For this class create the initializer and the following methods:

- *area* − a method that returns the area of the sphere ($a = 4r^2\pi$)
- *volume* − a method that returns the volume of the sphere ($v = 4r^3\pi/3$)

Create the class *Ball* that inherits properties from the class *Sphere* and adds a new instance variable *color*. Then create the class *MyBall* that inherits properties from the class *Ball* and adds a new instance variable *owner*. Write the method *show* that displays the instance variables of the class *MyBall*. Show sample applications of the class *MyBall*.

The answer is listed on the page TBD.

Source code of the program:

Results of the program execution: