

# Rails from the Ground Up!

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RoleModel Software

# Objects

## Part One

### Thinking in Objects

# Object Oriented Thinking

Knowledge

Behavior

# Four Questions

What's it responsible for?

What question does it answer?

What commands does it execute?

What information does it manage?

# Deck of Cards

Answer the 4 questions (3x5 card)

Discuss your solution with classmates

Revise/refactor

Implement



# Do You Have?

reset

shuffle

more\_cards?

int get\_card

# Testing

Deeply embedded in the Ruby culture

Runit ships with Ruby

```
> ruby card_test.rb
```

# runit

```
require 'test/unit'

require 'CardDeck'

class TestCardDeck < Test::Unit::TestCase

  def test_num_cards

    num_cards = card_deck.num_cards

    assert_equal num_cards, 52, "Should have had 52 cards."

  end

end
```



# assertions

`assert(<condition>, message)`

`assert_equal( expected, actual, msg)`

`assert_not_equal( expected, actual, msg)`

`assert_not_nil(<variable>, msg)`

`assert_repond_to( dog, :bark, "Dogs  
should bark!")`

# Revisit the Cards

Simple tests

Each method

What will you discover?

# Ruby Gems

Package management for Ruby

```
gem --version
```

# Practical Example

```
gem install simplecov
```

```
require 'simplecov'
```

```
SimpleCov.start
```

```
re-run your tests
```

```
look in the coverage directory
```

# War!

Two players

Each draws a card

High card wins

# Use Your CardDeck

Code a console application

Runs war for "two" players (A & B)

Play the entire deck

```
> ruby war.rb
```

```
A:7, B:3 => Player A wins!
```

```
A:4, B:9 => Player B wins!
```

```
A:8, B:11 => Player B wins!
```

```
but ...
```

# First, Think!

What's it responsible for?

What question does it answer?

What commands does it execute?

What information does it manage?

# Rake

Scripting for Ruby

Used for builds, testing, deployment

Files are valid Ruby



# tasks

task :name

# tasks with pre-requisites

task :name => :prereq\_1

task :name => [:prereq\_]

task :name => [:prereq\_1, :prereq\_2]

# tasks with actions

```
task :name do |t|
```

```
  # do stuff (may reference t)
```

```
end
```

# Rakefile

Default file is Rakefile

rake

rake -f <other Rakefile>

rake -T

# File & Directory Tasks

```
directory "tmp"
```

```
file "hello" => "tmp" do
```

```
  sh "echo 'Hello' >> 'tmp/hello.tmp'"
```

```
end
```

# A Script Example

```
SERVER_DIR = /path/to/server/directory
```

```
task :start do
```

```
  Dir.chdir(SERVER_DIR) do
```

```
    sh "./startServer.sh >out.log &"
```

```
  end
```

```
end
```

# Your Turn

Write your own Rakefile

rake client

rake server

A black and white photograph of several playing cards scattered on a surface. Visible cards include the Jack of Spades, the 4 of Hearts, and the 10 of Hearts. The cards are slightly overlapping and angled.

# Boring!

52 Card Pickup?

Command line arguments

<http://www.flickr.com/photos/joshturnage/326600013/>



# Optparse

Bundled Ruby library

Parses command line options

```
require 'optparse'

options={}    # holds all the parsed options

optparse = OptionParser.new do |opts|

  opts.banner = "Usage: ruby war.rb ...."

  # now add options until you have all you need

  options[:verbose] = false

  opts.on( '-v', '--verbose', "More info") do

    options[:verbose] = true

  end

end

optparse.parse!
```

# Use the Results

```
if( options[:verbose])  
  puts "The verbose flag was set"  
end
```

# Note:

ARGV still contains unparsed options

```
ARGV.each do | arg |
```

```
  puts arg
```

```
end
```

# War Options

Number of hands to play  
ruby war.rb 5

<http://www.flickr.com/photos/idfonline/6869569255/>

# Next...

## Networking in Ruby