

Ruby 101

Ruby Basics: Creating Classes Continued

Initializing an instance:

Tell Ruby what to do when you instanstiate a class.

```
class Table
  def initialize ilength = 3, iwidth = 3, iheight = 3
     @length = ilength
     @width = iwidth
     @height = iheight
     end
end
```





```
my_table = Table.new
=> Length, Width, and Height all equal 3.
```

```
my_table = Table.new 5, 10, 3
=> Length = 5, Width = 10, and Height = 3.
```



Private methods:

Can only be accessed within the class code, not outside of it.

class Table

private

def table_top_area
 @length * @width
end

end



my_table = Table.new

my_table.table_top_area



Inheritance:

Default inheritance from "Object" class.

Give access to all of a parent's properties and methods.

class LibraryTable < Table

```
def cost
   table_top_area * 10 + 4 * @height * 3
end
```

end



Protected Methods:

Make sure a method is only accessed in the code of sibling objects or child objects of the defining class.

Useful for comparisons.

protected



Try it yourself:

Write a class that models a simple account book. There should be methods for deducting and adding to the account, with a memo for each transaction. There should also be a method which prints out all the transactions.



```
class AccountBook
   def initialize
       @ledger = []
       @current total = 0
    end
    def add money amount, memo = ""
       @ledger[@ledger.count] = [amount, memo]
       @current total += amount
    end
    def subtract money amount, memo = ""
       @ledger[@ledger.count] = [amount * -1, memo]
       @current total -= amount
    end
```

end

```
def printout
  tab = 0
  puts "Amount:\tMemo:\tTotal:"
  @ledger.each do |line|
     tab += line[0]
     puts "#{line[0]}\t#{line[1]}\t#{tab}"
  end
end
```

