CREATING CLASSES AND OBJECTS IN RUBY

CLASS #4

AGENDA

- Everything is an object.
  - Numbers
  - Text
- Ruby Core Classes – objects with methods
  - Objects respond to messages – messages are method calls on the object
- Creating our own classes
- Using testing to help write lean clean classes
  - Write only enough code to make the test pass.

PROCEDURAL VS OBJECT-ORIENTED PROGRAMMING

- Procedural programming
  - Break down a programming task into variables, data structures and functions or subroutines.
  - Focus is on “proceeding” through the code statements
  - Procedural programming uses procedures to operate on data structures
- Object Oriented Programming
  - Break down a programming task into objects.
  - Objects represent abstractions of real-world objects
  - Objects bundle procedures and data together, so that an object operates on its own data.
  - Messages are set to objects; objects then respond to the messages by acting on their own data.

RUBY IS OBJECT ORIENTED

- ***Everything*** is an object!
  - Fill in the blank using irb:
    - 1.class = _____
    - 0.0.class = _____
    - true.class = _____
    - false.class = _____
    - nil.class = _____

RUBY CORE CLASSES ARE OBJECTS

Home Classes Methods

In Files

- complex.c
- pack.c
- rational.c
- string.c
- transcode.c

Parent

Object

Methods

String

A `String` object holds and manipulates an arbitrary sequence of bytes, typically representing characters. String objects may be created using `String::new` or as literals.

Because of aliasing issues, users of strings should be aware of the methods that modify the contents of a `String` object. Typically, methods with names ending in "!" modify their receiver, while those without a "!" return a new `String`. However, there are exceptions, such as `String#[]=`.

Public Class Methods

RUBY CORE CLASSES ARE OBJECTS

Home Classes Methods

In Files

hash.c

Parent

Object

Methods

::[]

Hash

A Hash is a dictionary-like collection of unique keys and their values. Also called associative arrays, they are similar to Arrays, but where an Array uses integers as its index, a Hash allows you to use any object type.

Hashes enumerate their values in the order that the corresponding keys were inserted.

A Hash can be easily created by using its implicit form:

```
grades = { "Jane Doe" => 10, "Jim Doe" => 6 }
```

SENDING A MESSAGE TO A RUBY CLASS

- Sending a message to a Ruby class is as simple as calling a method from that class:
  - “Hello, World!”.tr(‘aeiou’, ‘*’)
    - tr is the message/method
  - [1,5,4,7,4,8,0].sort!
    - sort! is the message
- We send a message to the Ruby object by calling a method on the object. The object then acts on its own data.

CREATING OUR OWN CLASSES

We are going to create a simple Rectangle class.

- What are the attributes of a rectangle?
- What kinds of messages should be sent to a rectangle?

TEST DRIVEN DEVELOPMENT

- A software development process:
  - Write an automated test case (that will fail).
  - Create just enough code for the test to pass.
  - Refactor the code

RED-GREEN-REFACTOR!

- **Red: the test fails.**
- **Green: the test passes because we have written just enough code.**
- **Refactor: consider ways to make your code clean and elegant.**

RSPEC

Testing tool of choice for the Ruby programming language.

Domain Specific Language (DSL)

gem install rspec

CLASS RECTANGLE

Create a new file called ‘rectangle.rb’

Add the following line at the top of the file:

require ‘rspec'

At the command line, in the same directory as your rectangle.rb file, type:

rspec rectangle.rb

Among the errors you should see:

```
Finished in 0.00019 seconds (files took 0.05104 seconds to load)
0 examples, 0 failures
```

This means everything is hooked up and ready to go.

ADD A TEST

Add the following Rspec statement to rectangle.rb:

```
describe Rectangle do


end
```

THE TEST FAILS

This time the error is near the top:

```
rspec rectangle.rb
/Users/louiserains/source/rectangle.rb:3:in `<top (required)>':
uninitialized constant Rectangle (NameError)
```

The test is telling us that Rectangle hasn't been initialized.

ADD CODE TO CREATE A RECTANGLE CLASS

rectangle.rb now looks like this:

```
require 'rspec'

class Rectangle
end

describe Rectangle do
end
```

NO ERRORS, BUT NO EXAMPLES!

```
rspec rectangle.rb
No examples found.


Finished in 0.00013 seconds (files took 0.08729 seconds to load)
0 examples, 0 failures
```

ADD A TEST

Rectangles don't exist without a length and width:

```
describe Rectangle do
  subject {Rectangle.new(5,3}

  context "should have length and width" do
    specify {expect(subject.length).to eq 5}
    specify {expect(subject.width).to eq 3}
  end
end
```

THE TEST FAILS

```
rspec rectangle.rb
FF

Failures:

  1) Rectangle should have length and width
     Failure/Error: subject {Rectangle.new(5,3)}
     ArgumentError:
       wrong number of arguments (2 for 0)
     # ./rectangle.rb:15:in `initialize'
     # ./rectangle.rb:15:in `new'
     # ./rectangle.rb:15:in `block (2 levels) in <top (required)>'
     # ./rectangle.rb:18:in `block (3 levels) in <top (required)>'

  2) Rectangle should have length and width
     Failure/Error: subject {Rectangle.new(5,3)}
     ArgumentError:
       wrong number of arguments (2 for 0)
     # ./rectangle.rb:15:in `initialize'
     # ./rectangle.rb:15:in `new'
     # ./rectangle.rb:15:in `block (2 levels) in <top (required)>'
     # ./rectangle.rb:19:in `block (3 levels) in <top (required)>'

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2 examples, 2 failures

Failed examples:

rspec ./rectangle.rb:18 # Rectangle should have length and width
rspec ./rectangle.rb:19 # Rectangle should have length and width
```

READ THE ERRORS!

The errors drive our code - they tell us what is wrong and hint at what code to write.

ADD JUST ENOUGH CODE SO THE TEST PASSES

- We need to know some additional facts about classes:
  - The initialize() method is called when we send the ‘new’ message to a class
    - message: ‘new’
    - method: ‘initialize’
  - Rectangle.new(5,3) calls the initialize method
    - We need to write an initialize method.
  - Classes can have instance variables such as length and width.

THE RECTANGLE INITIALIZE METHOD

```
def initialize(length,width)
    @length = length
    @width = width
  end
```

Using the @ sign in front of a variable name makes it an instance variable.

Every Rectangle now has two instance variables: @length and @width

THE TEST FAILS, BUT WITH A DIFFERENT ERROR!

```
rspec rectangle.rb
FF

Failures:

  1) Rectangle should have length and width
     Failure/Error: specify {expect(subject.length).to eq 5}
     NoMethodError:
       undefined method `length' for #<Rectangle:0x007f9a321c3b98 @length=5,
@width=3>
     # ./rectangle.rb:18:in `block (3 levels) in <top (required)>'

  2) Rectangle should have length and width
     Failure/Error: specify {expect(subject.width).to eq 3}
     NoMethodError:
       undefined method `width' for #<Rectangle:0x007f9a321b3ba8 @length=5, @width=3>
     # ./rectangle.rb:19:in `block (3 levels) in <top (required)>'

Finished in 0.0013 seconds (files took 0.0994 seconds to load)
2 examples, 2 failures

Failed examples:

rspec ./rectangle.rb:18 # Rectangle should have length and width
rspec ./rectangle.rb:19 # Rectangle should have length and width
```

ANOTHER FACT

We need methods to reveal the values of length and width.

```
class Rectangle
  def length
    @length
  end

  def width
    @width
  end
```

THE TESTS PASS - GREEN!

```
rspec rectangle.rb
..

Finished in 0.00186 seconds (files took 0.10705 seconds to load)
2 examples, 0 failures
```

REFACTOR

Convenience notation for the length and width methods:

```
attr_reader :length, :width
```

:length and :width are Ruby *Symbols*

http://www.ruby-doc.org/core-2.1.2/Symbol.html

Symbols are like immutable Strings.

```
require 'rspec'

class Rectangle
  attr_reader :length, :width

  def initialize(length,width)
    @length = length
    @width = width
  end
end

describe Rectangle do
  subject {Rectangle.new(5,3)}

  context "should have length and width" do
    specify {expect(subject.length).to eq 5}
    specify {expect(subject.width).to eq 3}
  end
end
```

OUR NEW CLASS

THE TESTS STILL PASS AFTER REFACTORING!

```
rspec rectangle.rb
..

Finished in 0.00186 seconds (files took 0.10705 seconds to load)
2 examples, 0 failures
```

WHAT NEXT?

- **How about an area method?**

- **Write the test first!**
  - **Add a new test to our existing file**

```
context "area" do
    specify { expect(subject.area).to eq 15 }
  end
```

THE NEW TEST FAILS - RED!

```
 rspec rectangle.rb
..F

Failures:

  1) Rectangle area
     Failure/Error: specify { expect(subject.area).to eq 15 }
     NoMethodError:
       undefined method `area' for #<Rectangle:0x007fa0ec8cc4b0 @length=5, @width=3>
     # ./rectangle.rb:22:in `block (3 levels) in <top (required)>'

Finished in 0.00121 seconds (files took 0.09798 seconds to load)
3 examples, 1 failure

Failed examples:

rspec ./rectangle.rb:22 # Rectangle area
```

DO JUST ENOUGH TO GET THE TEST TO PASS

- **Write a new method in the Rectangle class that calculates the area.**
  - **What is a good name for our method?**
  - **What should it do?**

THE NEW TEST PASSES - GREEN!

```
rspec rectangle.rb
...

Finished in 0.00123 seconds (files took 0.10386 seconds to load)
3 examples, 0 failures
```

RUNNING JUST OUR NEW TEST

```
>>rspec rectangle.rb:25
Run options: include {:locations=>{"./rectangle.rb"=>[25]}}
.

Finished in 0.00086 seconds (files took 0.09914 seconds to load)
1 example, 0 failures
```

```
25    context "area" do
26      specify { expect(subject.area).to eq 15 }
27    end
```

REFACTOR?

A method should only do one task for our class.

It should be clear and expressive.

TRY THIS

- Using Red, Green, Refactor, write a method for calculating the perimeter of our rectangle
  - Write the test first!

AND THIS

- Using Red, Green, Refactor, write a method called ‘square?’ which returns true if @length == @width and false otherwise.
  - Write the test first!

SUMMARY

- Using Test Driven Development - the Red, Green, Refactor cycle - helps write lean and clean classes.
- rspec is the tool of choice for testing Ruby classes.
- Write tests for a specific instance of the class.
  - set specific values for class attributes
- Write methods in the class that work for any instance of the class.
  - use instance variables to represent class attributes
- Write just enough code to get the tests to pass.

HOMEWORK

- Using Test Driven Development, create a class: RealEstateListing.
  - The file name should be real_estate_listing.rb
  - Include rspec as in the class example.
  - Consider testing and adding some of the following attributes:
    - listing type (townhouse, condo, apartment, house…)
    - street address
    - city
    - zipcode
    - number of bedrooms
    - number of baths
    - square feet
  - Email your solutions to: Louise.Rains@meyouhealth.com

WHAT'S NEXT???

- Ruby in 20 Minutes Tutorial
- Ruby Koans
  - **Test-driven exercises which walk through the Ruby core classes, teaching you the language as you go.**
- CodeKata
  - **Exercise to review and practice test-driven skills with Ruby classes**
- CodeAcademy
- Launch Academy

- Agile Web Development with Rails
- **Michael Hartl's** Ruby on Rails Tutorial
- Thoughtbot's Upcase