

# Web Application Architectures

Module 4: The Ruby Programming Language

Lecture 5: Expressions and Control Structures



- The Ruby syntax is expression-oriented.
- Everything in Ruby is treated as an expression and therefore evaluates to something.

**Ex.** Control structures for conditional execution or looping, which would be treated as statements in other languages, are treated as expressions in Ruby.

In Ruby, `if`, `case` and `for` structures return the value of the last expression evaluated within the structure.

- Ruby has a rich syntax for expressing conditionals – the most basic is:

```
if expression  
  code  
end
```

where *code* is executed if and only if the conditional *expression* evaluates to something other than `false` or `nil`.

- Else clauses can be added to specify code that should be executed if the conditional expression is not true:

```
if expression1  
  code  
elsif expression2  
  code  
else  
  code  
end
```

- There's a shorthand way of expressing the `if` conditional that treats it as an expression modifier:

*code if expression*

- Ruby also has a `?:` operator, as in C/C++.

- Comparison operators:

`==, !=, =~, !~, ===`

- There is a `case` structure in Ruby, `===` is the case-equality operator.

- In addition to the “standard” set of conditionals, Ruby has added some that are intended to increase the readability/understandability of code. E.g., the following is the opposite of an if statement:

```
until expression  
  code  
end
```

where *code* is executed until the conditional *expression* evaluates to something other than `false` or `nil`.

- You cannot attach else clauses to the until conditional.

- The `for/in` loop iterates over an enumerable collection:

```
for var in collection do  
  body  
end
```

- Exit condition loop:

```
while condition do  
  body  
end
```

- Exit condition loop, opposite of while:

```
until condition do  
  body  
end
```

- In Ruby, it's more common to use **iterators** (next lecture).