Ahoy, Mateys!

puts "Hello everyone!"

**Blocks & Procs**

What's up, proc? Yesterday we entered the world of blocks and procs and we want to keep these concepts fresh:

* *Blocks* are chunks of code that are often given as arguments to methods.
* [1, 2, 3].each **{ |el| puts el }**the bolded text is the block given to the each method.
  + You can also have a multi-line block by using do and end.

**Then what's a proc?**

* *Procs* are blocks that *are* *objects*, meaning:
  + you can create a proc:
    - Proc.new { |el| puts el }
  + you can assign a variable to a proc:
    - printer = Proc.new { |el| puts el }
  + you can call methods on the proc:
    - printer.call(10) → this calls the Proc call method (Procs have a method named *call*), meaning it's going to execute the block with the argument of 10, so it should puts 10.

**Why is this useful?**

* We can define our own methods to take in blocks as arguments, like the Array#each method!
* When defining the method to take in a block, you can list the parameters, with the last named something like &prc
  + The & converts a block given to a proc
  + We can then call prc.call with any arguments that should be given to the block to execute the block!

**What if You Finish the Projects for the Day?**

You may or may not have finished the projects. **If you finish a project, please do the following:**

* Put a question in progress tracker for a code review
* Solve the questions from the additional exercises repo - <https://github.com/appacademy/cohort-resources/blob/master/whiteboarding/leetcode.md>
* Watch walkthroughs/review solutions
* Do any Homework under the Homework section

**Nightly Workflow**

* Zip and submit your project to [open.appacademy.io](http://open.appacademy.io/) if you haven't already
* **IMPORTANT: Submit your daily report on Progress Tracker before 9 am the next day.** Make sure to do this every night, **even if you are sick**!
* Work on the Homework (if there is a Homework section) - There is a *Homework* section tonight (looking at **W1D4**).
* Watch the solutions for W1D3 (Review Walkthroughs/Solutions)
  + Note: You can speed up the video by clicking on the *Gear Icon,* and clicking on *Speed*
* **Work on past projects you didn't finish/review all of the concepts you've seen so far**

**Attendance and Strikes**

* Please notify an instructor ahead of time if you intend to be absent at any point during the day.

**General**

* Do not look at the solutions unless you have finished the problems for the day. It is better for you to struggle and ask for help than to look at the solutions.