

# Understanding OOP in Ruby



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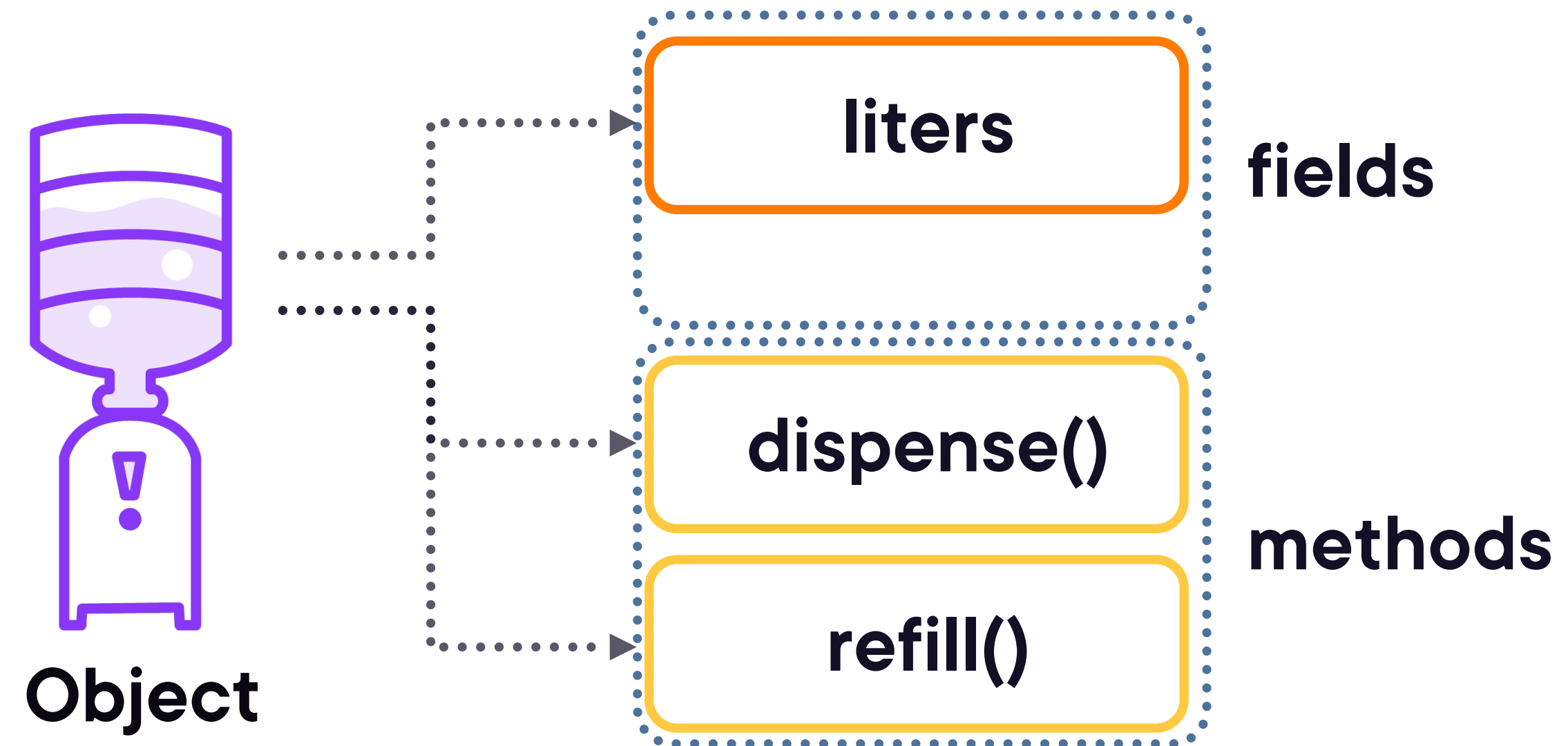
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# Two Programming Paradigms

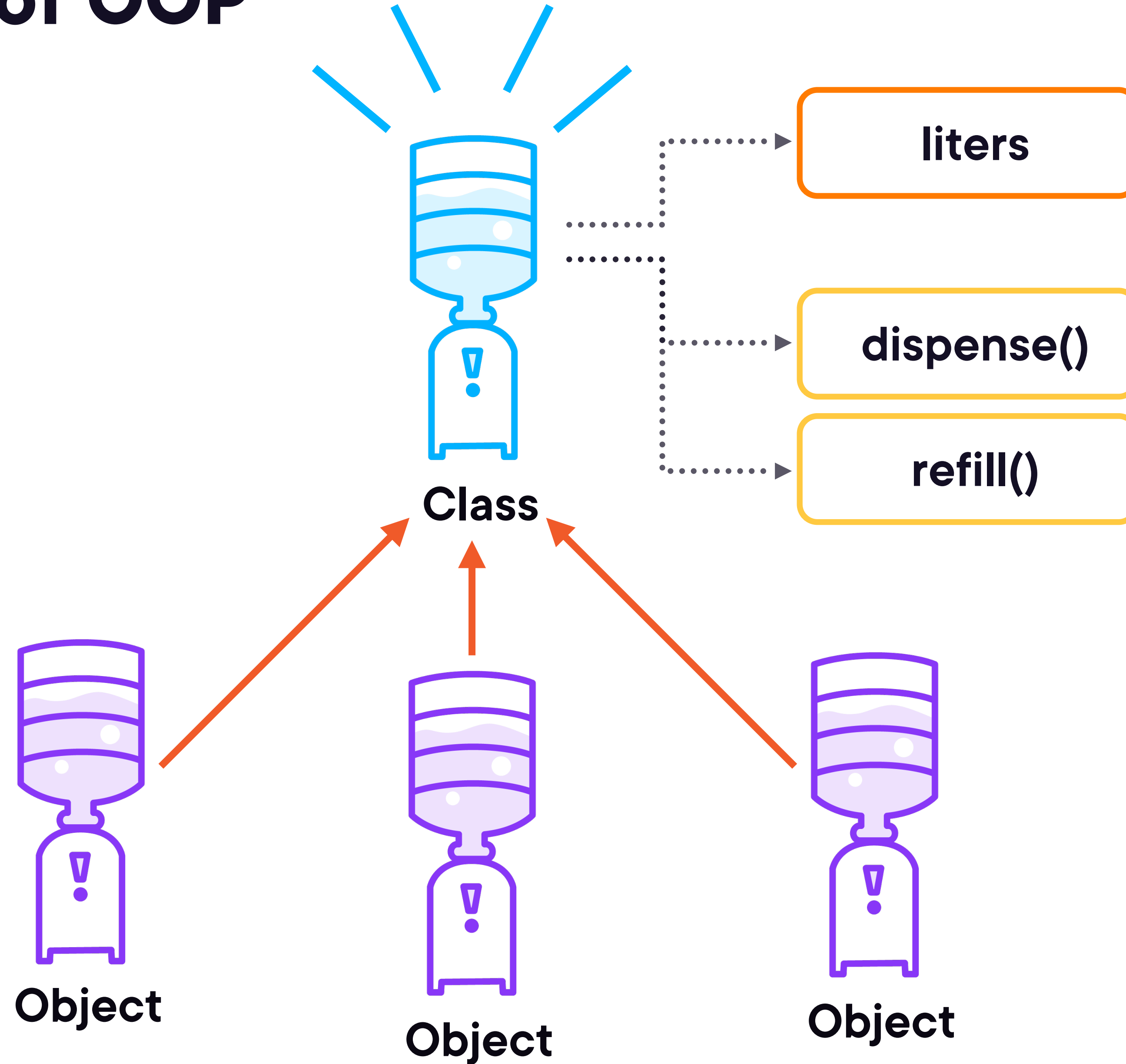
**Object-Oriented  
Programming (OOP)**

**Functional Programming**

# The Elements of OOP



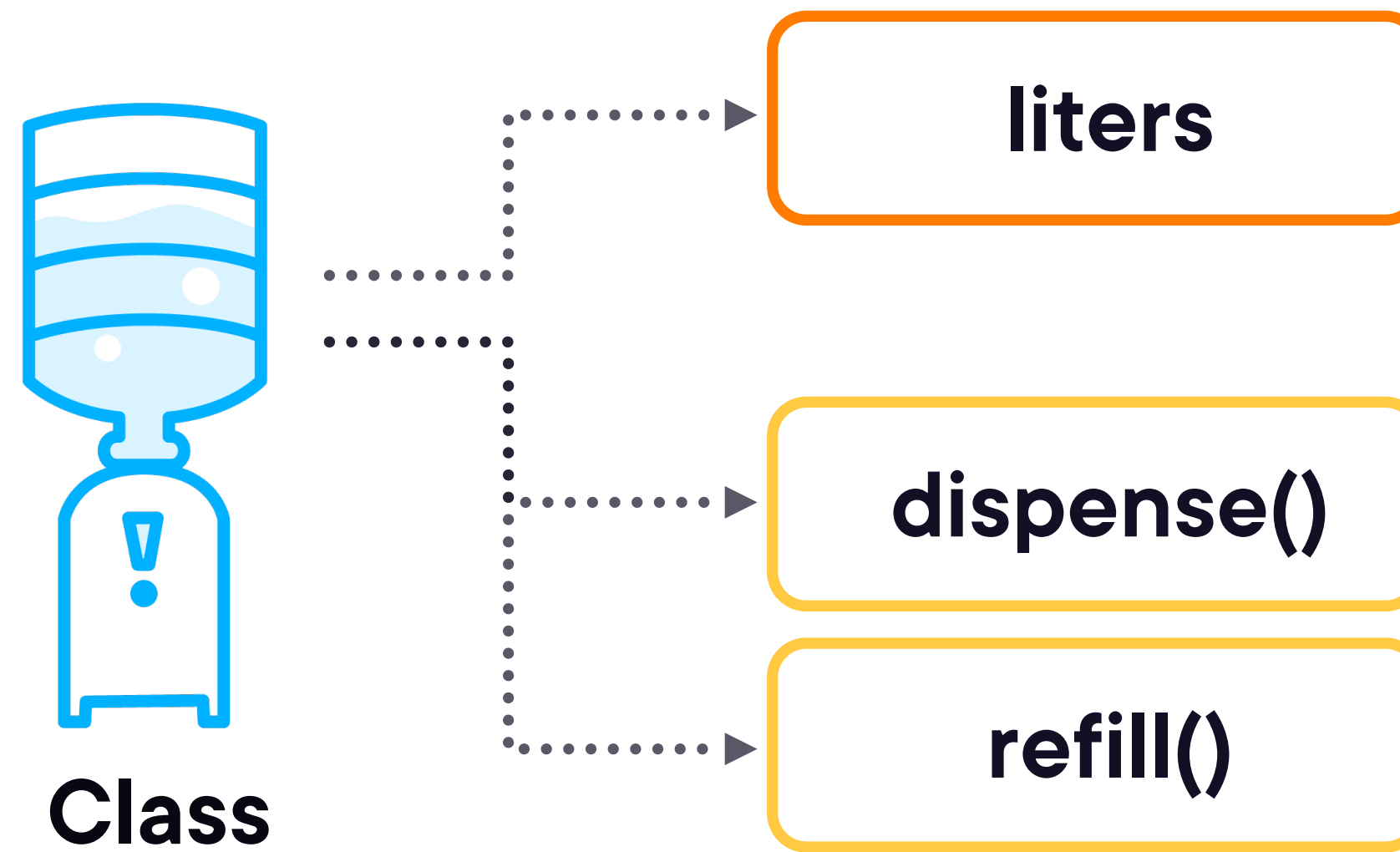
# The Elements of OOP





# **Classes and Objects in Ruby**

# A Dispenser Class



dispenser.rb X



```
1  class Dispenser
2
3      def initialize()
4          |   refill(5)
5      end
6
7      def refill(liters)
8          |   @liters = liters
9      end
10
11     def dispense()
12         |   if @liters > 0
13             |   @liters -= 1
14             |   return "#{@liters} liters of water remaining."
15         else
16             |   return "Out of water. Please refill."
17         end
18     end
19
20 end
21
```



**“Everything Is an Object”**



**Ruby is one of the most  
object-oriented languages  
in widespread use today.**



# **The Principle of Least Surprise**

**Ruby tries not to surprise  
you.**

# Summary

**Ruby is mostly object-oriented (with some functional features)**

**Most operations in Ruby are method calls**

**Ruby follows the principle of least surprise**