



# **BEWD**

# **Sharing Behaviour**

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# AGENDA

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- » Reviewing Scope
- » Sharing Code: Inheritance
- » Sharing Code: Mixins
- » Lab Time

# SCOPE

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## METHOD SCOPE

```
class SuperHero
  def fly
    "Here we go!"
  end
end
```

```
def fly
  "I can't."
end
```

```
>> superman = SuperHero.new
```

```
>> superman.fly
=> "Here we go!"
```

```
>> fly
=> "I can't."
```

# SCOPE

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## CLASS METHODS

- » You don't need an instance to call a class method
- » Below is an example of the SecretNumber class re-implemented to use a class method

```
class SecretNumber
  # gets a random number between 0–9
  # adds one so it's between 1–10
  def self.generate
    rand(10)+1
  end
end
```

```
>> number = SecretNumber.generate
```

# SCOPE

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## KNOWING SELF

- » self keyword is used when defining a method name to indicate a class method
- » self is also used INSIDE a method definition to indicate the current object
- » a common use of self is to call the current objects methods (such as one of its attr\_accessors)

# SCOPE

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## KNOWING SELF

```
class Newspaper
  attr_accessor :stories

  def self.generate_random_story
    "This random event happened on day #{rand(28)} of
this month."
  end

  def add_story(story)
    # the below code is the same as: @stories << story
    self.stories << story
  end
end

>> story = Newspaper.generate_random_story
=> "This random event happened on day 20 of this month."
>> paper = Newspaper.new
>> paper.add_story(story)
>> paper.stories
=> ["This random event happened on day 20 of this month."]
```

# SHARING BEHAVIOUR

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**SHARING IS CARING**

- » Inheritance
- » Mixins
- » Modules

# INHERITANCE

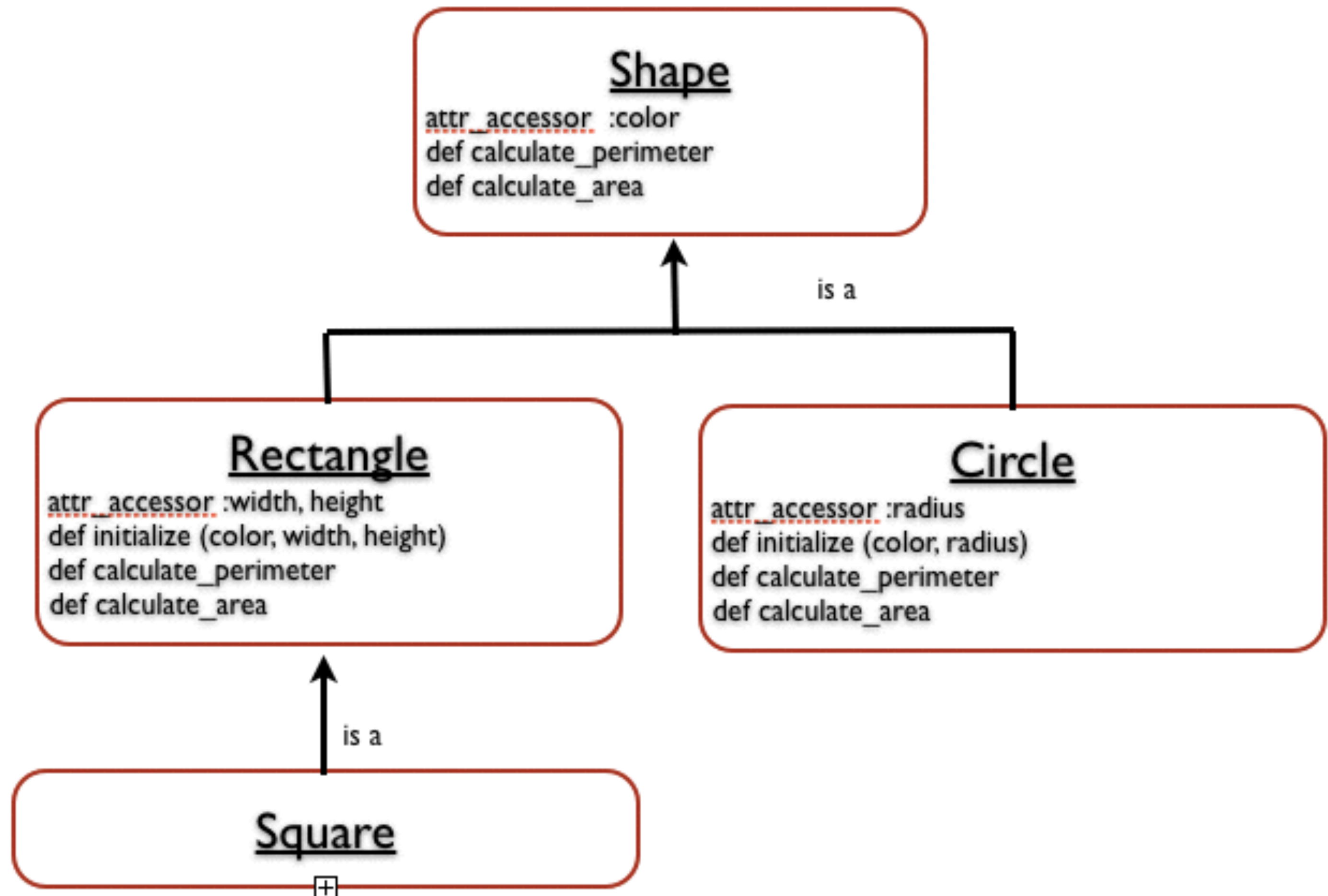
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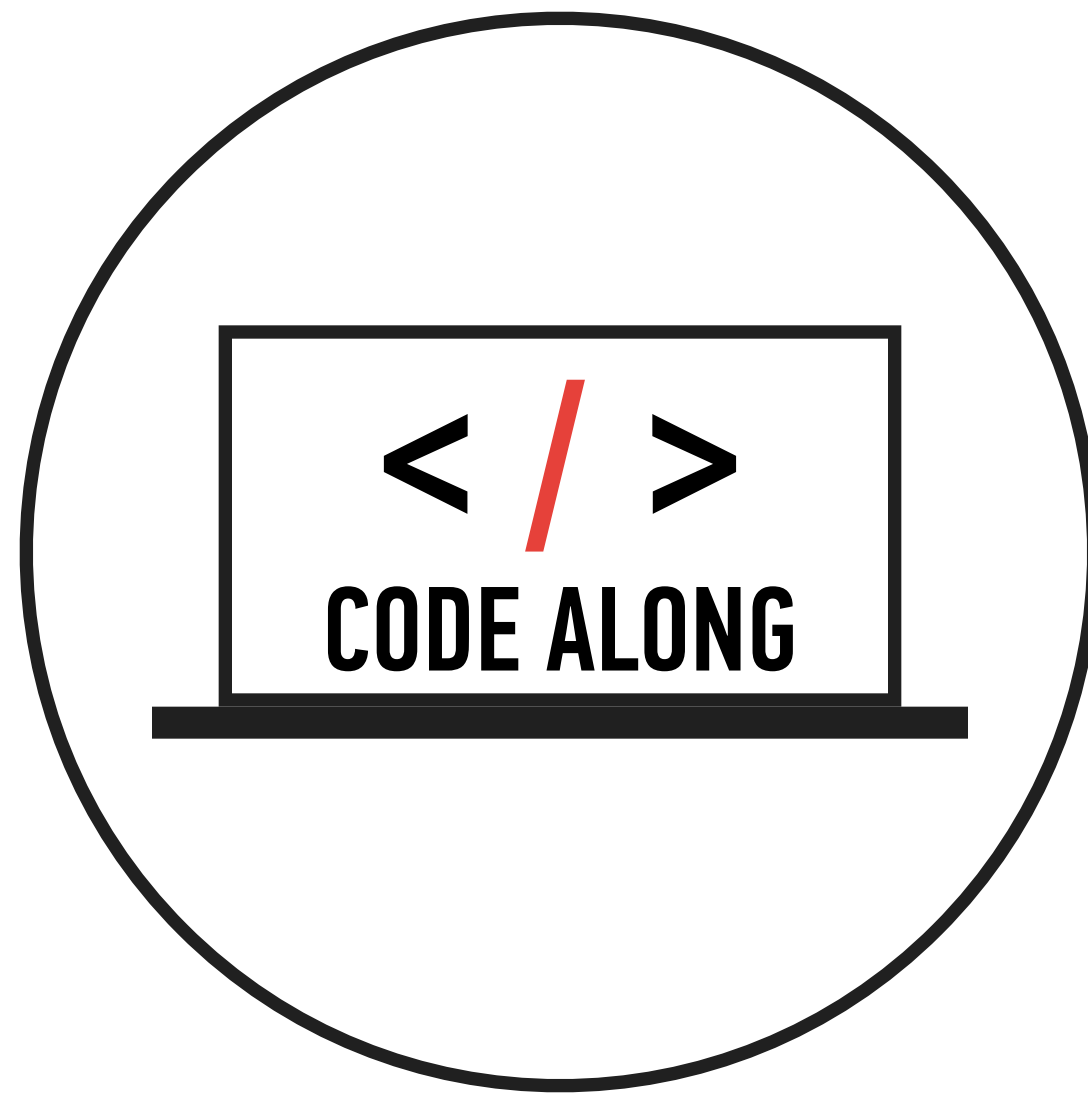
- » Share properties & behaviour
- » Keeps code DRY



# INHERITANCE

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Inheritance

# INHERITANCE

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## GLIMPSE INTO RAILS

» Where you'll see it:

```
class User < ActiveRecord::Base  
  
  # Interesting code...  
  
end
```

# INHERITANCE

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## RECAP

- » One class can inherit the capabilities of another using the “ < ” operator.
- » Sub-classes inherit from their super-class (child class inherits from parent class)
- » A child can override a parent variable or method by re-using its name
- » If defined in different physical files, a child must require its parent

# SHARING BEHAVIOUR

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## GETTING READY FOR RAILS

- » The following slides introduce other ways to share behavior.
- » This is an introduction and we will see more when we start Rails.
- » For now lets understand the basics.

# SHARING BEHAVIOUR

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## MIXINS

- » What if our classes don't have an "is a" relationship?
- » "**Mixins**" are a facility to import code into a class
- » Used in cases when we don't want to use inheritance
- » Perhaps we only want a few methods from a small module, not the whole class
- » A class may want to mixin many different modules, but you can only inherit from one class
- » In Ruby, we use Modules to facilitate mixins

# MIXINS

## TEDDIT AS AN EXAMPLE

- » Lets say teddit now accepts photos, videos and stories.
- » You can up and down vote all of them.

```
1 class Photo
2   attr_reader :photographer, :resolution, :upvotes
3
4   def initialize(photographer, resolution)
5     @photographer = photographer
6     @resolution = resolution
7     @upvotes = 1
8   end
9
10  def upvote!
11    @upvote += 1
12  end
13
14  def downvote!
15    @upvote -= 1
16  end
17 end
```

```
1 class Story
2   attr_reader :title, :author, :upvotes
3
4   def initialize(title, author)
5     @title = title
6     @author = author
7     @upvotes = 1
8   end
9
10  def upvote!
11    @upvote += 1
12  end
13
14  def downvote!
15    @upvote -= 1
16  end
17 end
```

```
1 class Video
2   attr_reader :title, :genre
3
4   def initialize(title, genre)
5     @title = title
6     @genre = genre
7     @upvotes = 1
8   end
9
10  def upvote!
11    @upvote += 1
12  end
13
14  def downvote!
15    @upvote -= 1
16  end
17 end
```

# MIXINS

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## TEDDIT AS AN EXAMPLE

```
module Upvotable
  def upvote!
    @upvotes += 1
  end

  def downvote!
    @upvotes -= 1
  end
end
```



# MIXINS

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## TEDDIT AS AN EXAMPLE

```
class Photo
  attr_reader :photographer, :resolution, :upvotes
  include Upvotable

  def initialize(photographer, resolution)
    @photographer = photographer
    @resolution = resolution
    @upvotes = 1
  end
end

class Story
  attr_reader :title, :author, :upvotes
  include Upvotable

  def initialize(title, author)
    @title = title
    @author = author
    @upvotes = 1
  end
end
```

# MIXINS

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## TEDDIT AS AN EXAMPLE

```
>> story = Story.new  
>> story.upvote!
```

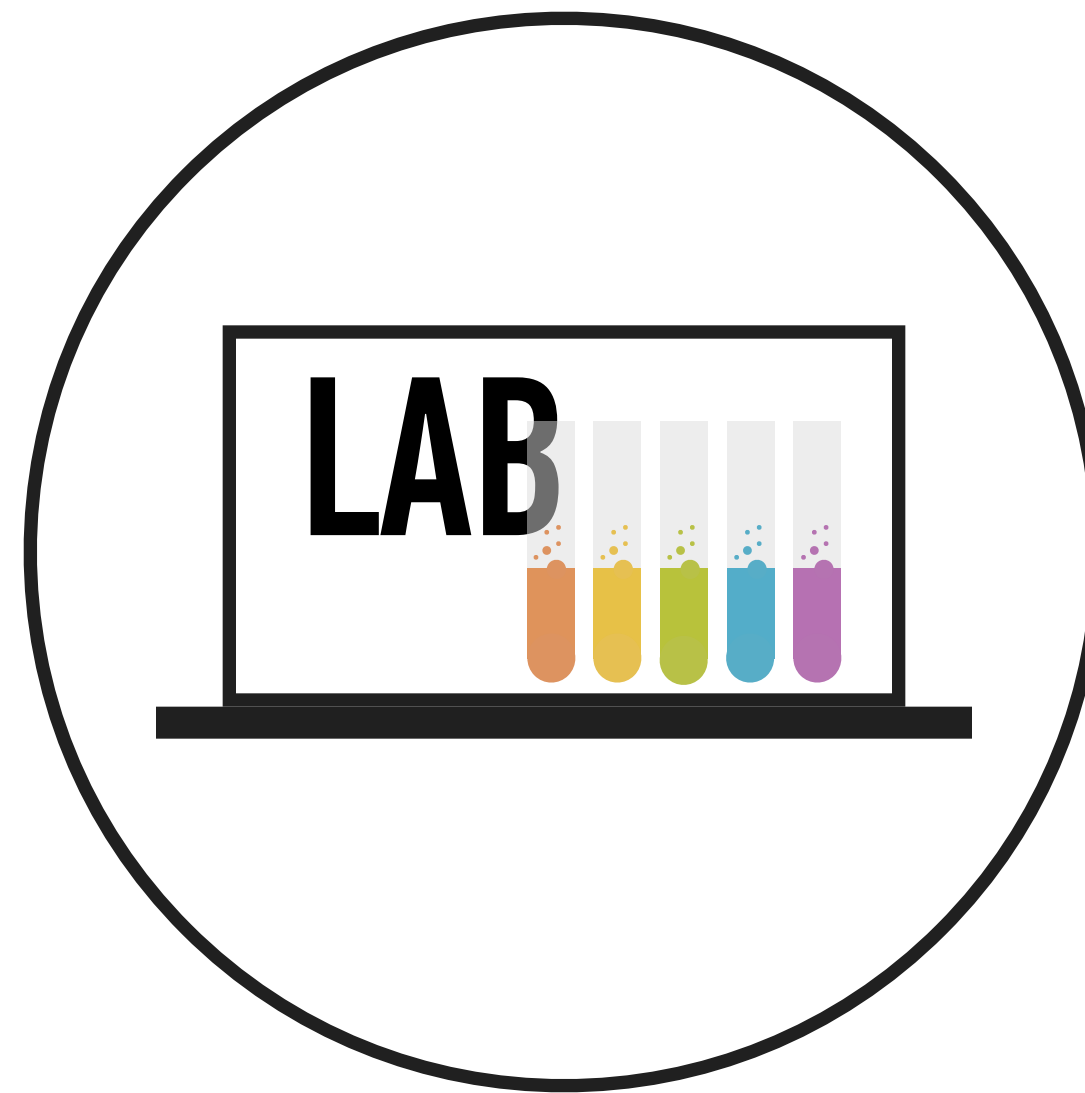
```
>> photo = Photo.new  
>> photo.downvote!
```

# INHERITANCE vs MIXINS

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## WHAT'S THE DIFFERENCE?

- » inheritance (`class SomeClass < OtherClass`) is used to **inherit** the methods from one class into another class
- » include (`include SomeModule`) is used to **import** the methods from one module into a class



Secret Number & Midterm

# RUBY

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**SUCCESS!**

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Congrats! You're ready to start working with Rails!