



Ruby MasterClass  
**Baby Steps**

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- **Arithmetic Operations**

**2 + 3 (addition)**

outputs => 5 (integer)

**2 - 3 (subtraction)**

outputs => -1 (integer)

**2 \* 3 (multiplication)**

outputs => 6 (integer)

**2 / 3 (division)**

outputs => 0 (integer)

**10.9 + 21.35**

outputs => 32.25 (float)

**109 - 220.5**

outputs => -111.5 (float)

**34.9 \* 10**

outputs => 349.0 (float)

**99 / .25 #wrong syntax**

returns an error

**99 / 0.25**

outputs => 396.0

- **Arity**

🔗 <https://en.wikipedia.org/wiki/Arity>

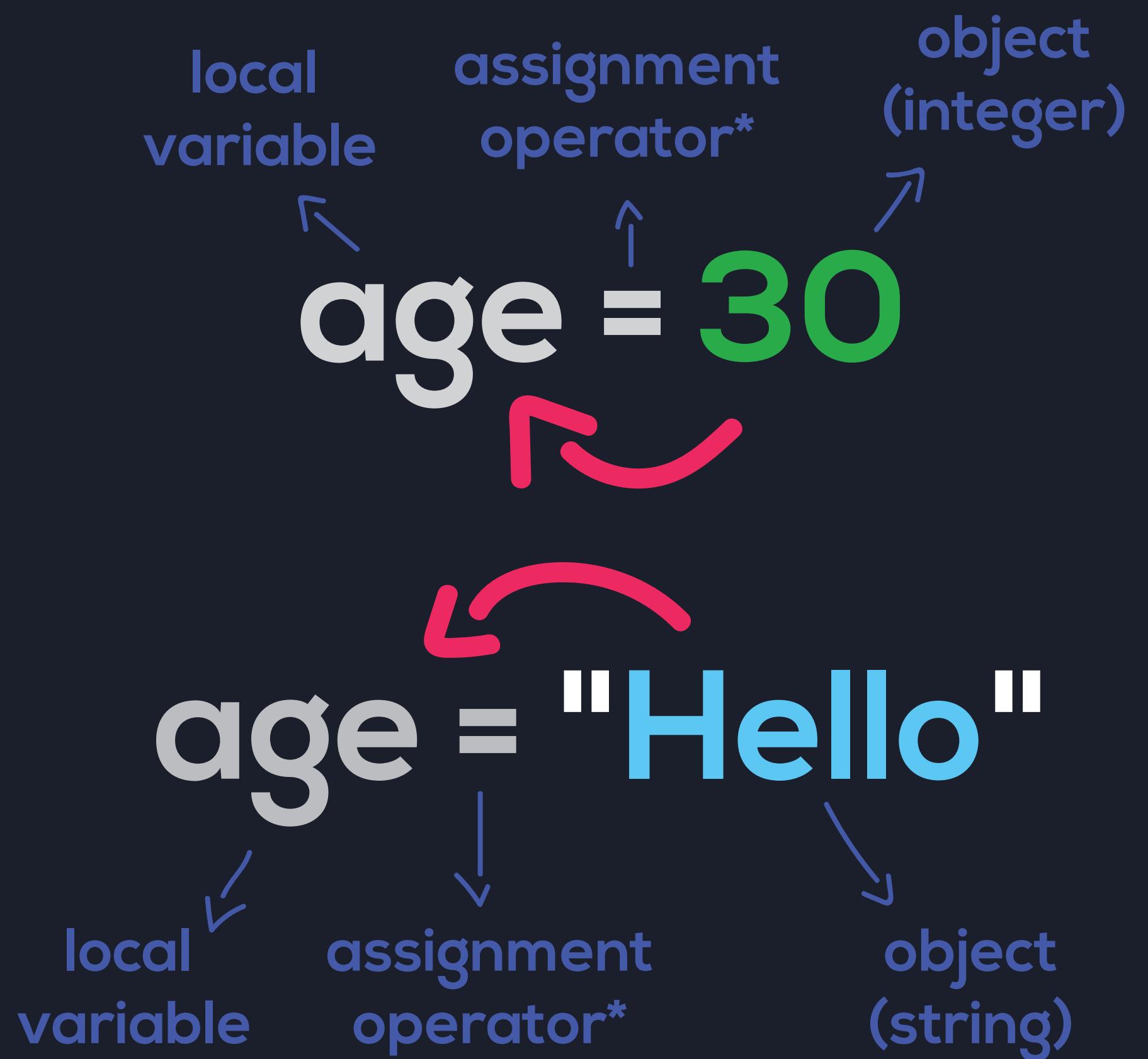
- **Precedence**

🔗 [https://ruby-doc.org/core-2.2.0/doc/syntax/precedence\\_rdoc.html](https://ruby-doc.org/core-2.2.0/doc/syntax/precedence_rdoc.html)

- **Associativity**

🔗 [https://en.wikipedia.org/wiki/Associative\\_property](https://en.wikipedia.org/wiki/Associative_property)

- Assignment



\* This operation binds a local variable (on the left) to an object (on the right).

- Printing something on your screen

**puts "Hello"**

outputs => Hello and jumps to a new line  
returns **nil**

**print "Hello"**

outputs => Hello and leaves the cursor on the same line  
returns **nil**

**p "Hello"**

outputs => Hello and inspect the object(string).  
returns **"Hello"**

- Gets method

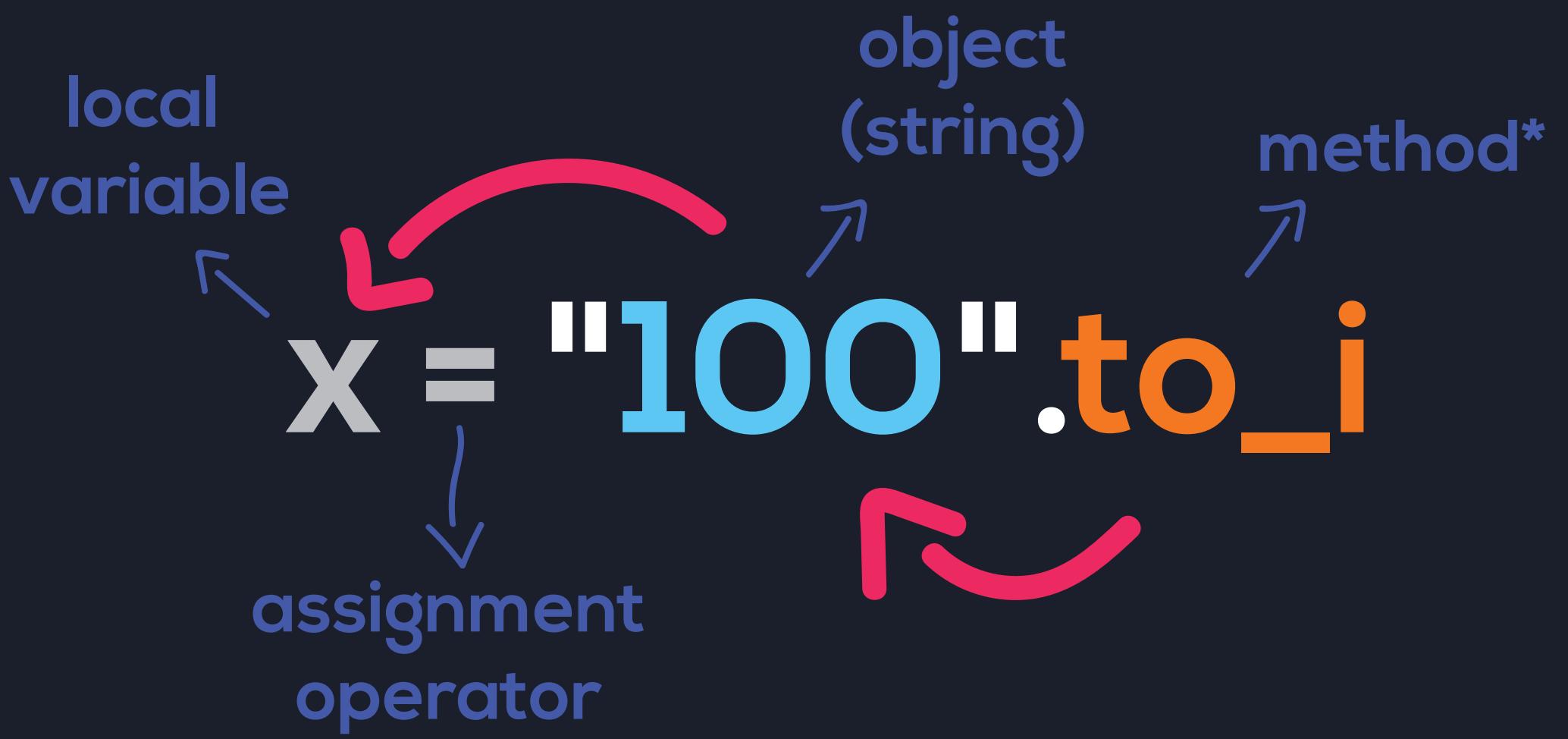
**str = gets**

outputs => Prompt waits for you to input from keyboard.  
returns "something\n"

**str = gets.chomp**

outputs => Prompt waits for you to input from keyboard.  
returns "something"

- Converting



\* `to_f` converts to Float, `to_s` converts to String

- Comparison operators

assignment  
operator  
↑  
`age = 25`

equality  
operator  
↑  
`puts "You're 25!" if age == 25`

`x > y` Greater than

`x < y` Less than

`x == y` Equal to

`x >= y` Greater than or equal to

`x <= y` Less than or equal to

`x <=> y` Comparison; returns 0 if x and y are equal, 1 if x is higher, and -1 if x is lower

`x != y` Not equal to

- **Conditionals**

x = 12

y = 13

equality  
operator

keyword ← if x == y  
                  puts "Yes!"

keyword ← else  
                  puts "No!"

keyword ← end

outputs => No!

**true  
false  
nil**