



Ruby MasterClass

Baby Steps

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- Arithmetic Operations

2 + 3 (addition)

2 - 3 (subtraction)

2 * 3 (multiplication)

2 / 3 (division)

10.9 + 21.35

109 - 220.5

34.9 * 10

99 / .25 #wrong syntax

99 / 0.25

outputs => 5 (integer)

outputs => -1 (integer)

outputs => 6 (integer)

outputs => 0 (integer)

outputs => 32.25 (float)

outputs => -111.5 (float)

outputs => 349.0 (float)

returns an error

outuputs => 396.0

- Arity

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

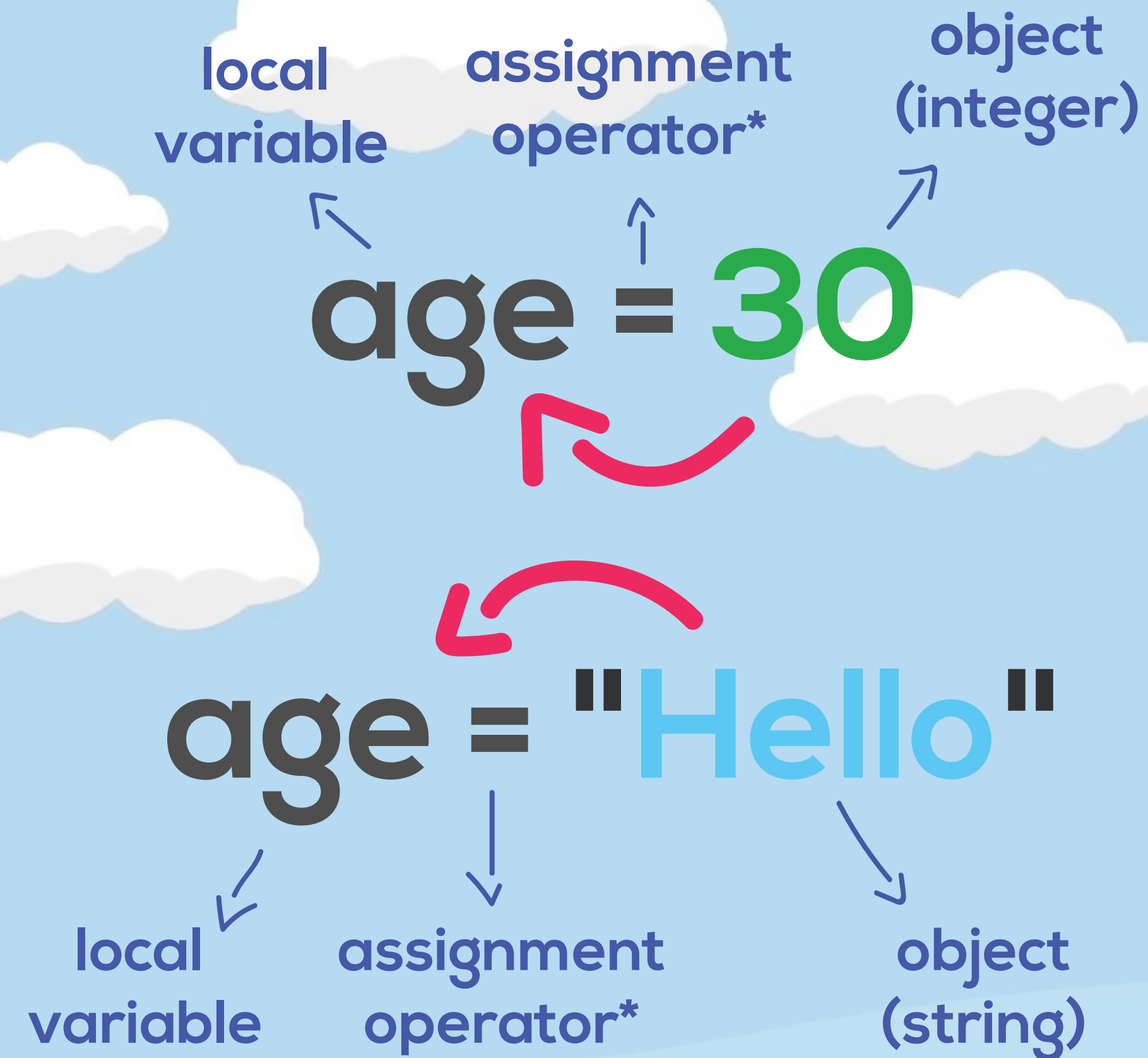
- Precedence

➞ https://ruby-doc.org/core-2.2.0/doc/syntax/precedence_rdoc.html

- Associativity

➞ 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

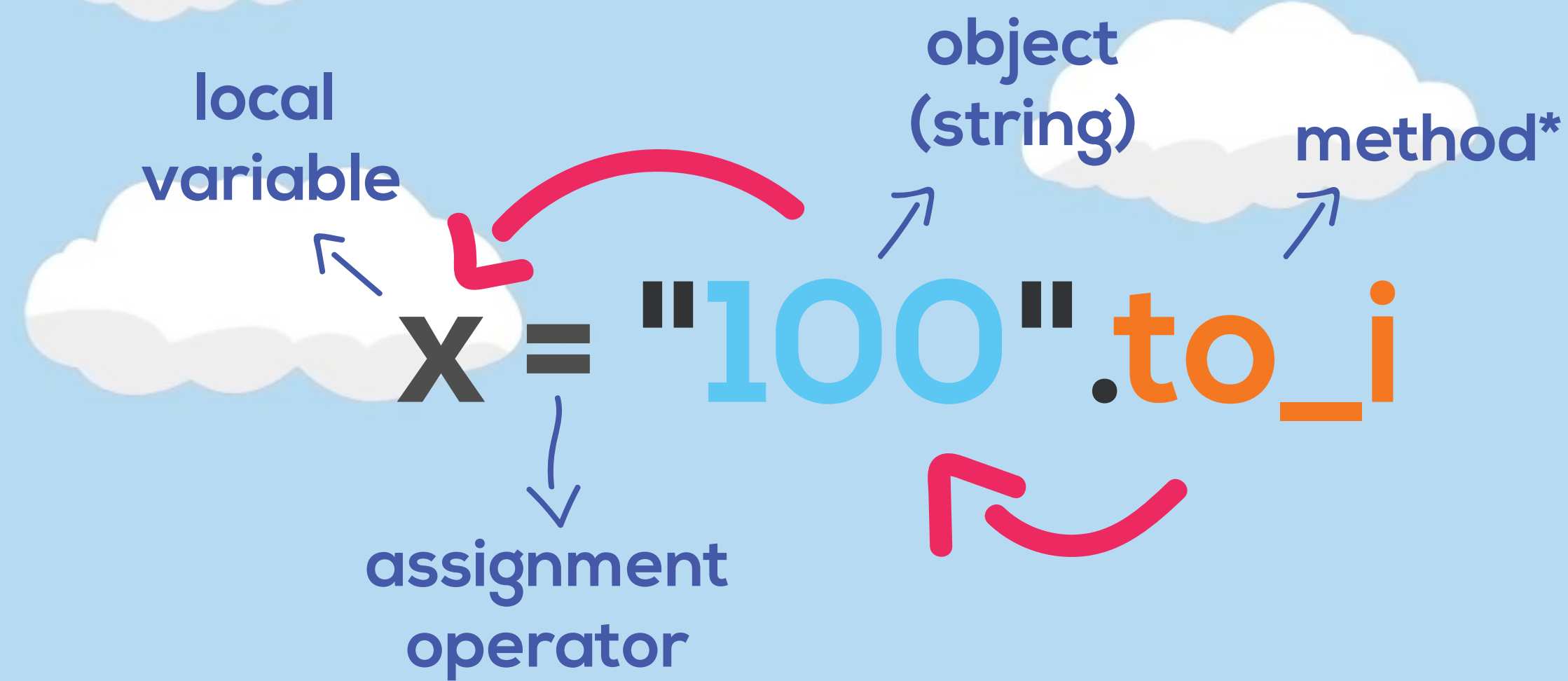
```
str = gets
```

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

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

keyword ← if x == y
equality operator
puts "Yes!"
keyword ← else
puts "No!"
keyword ← end
outputs => No!

true
false
nil