Ruby is a language of careful balance. Its creator, Yukihiro Matz Matsumoto. blended parts of his favorite languages (Perl, Smalltalk, Eiffel, Ada, and Lisp) to form a new language that balanced functional programming with imperative programming ,In Ruby, everything is an object. Every bit of information and code can be given their own properties and actions. Object-oriented programming calls properties by the name instance variables and actions are known as methods. Ruby's pure object-oriented approach is most commonly demonstrated by a bit of code which applies an action to a number. In Ruby, everything is an object. Every bit of information and code can be given their own properties and actions. Object-oriented programming calls properties by the name instance variables and actions are known as methods. Ruby's pure object-oriented approach is most commonly demonstrated by a bit of code which applies an action to a number. In Ruby, everything is an object. Every bit of information and code can be given their own properties and actions. Object-oriented programming calls properties by the name instance variables and actions are known as methods. Ruby's pure object-oriented approach is most commonly demonstrated by a bit of code which applies an action to a number. In Ruby, everything is an object. Every bit of information and code can be given their own properties and actions. Object-oriented programming calls properties by the name instance variables and actions are known as methods. Ruby's pure object-oriented approach is most commonly demonstrated by a bit of code which applies an action to a number. In Ruby, everything is an object. Every bit of information and code can be given their own properties and actions. Object-oriented programming calls properties by the name instance variables and actions are known as methods. Ruby's pure object-oriented approach is most commonly demonstrated by a bit of code which applies an action to a number. In Ruby, everything is an object. Every bit of information and code can be given their own properties and actions. Object-oriented programming calls properties by the name instance variables and actions are known as methods. Ruby's pure object-oriented approach is most commonly demonstrated by a bit of code which applies an action to a number. In Ruby, everything is an object. Every bit of information and code can be given their own properties and actions.