

Laboratorio di Architetture Software e Sicurezza Informatica [AAF1569]

2 - Ruby Essentials



SAPIENZA
UNIVERSITÀ DI ROMA

Part of therein contents are based on slides of Prof. John Yang

DIAG

Dipartimento di Ingegneria
informatica, automatica e gestionale
Antonio Ruberti

Ruby in 100 seconds



<https://www.youtube.com/watch?v=UYm0kfnRTJk>

Ruby

A minimalistic language with rich libraries and few mechanisms.

Principles:

1. **Interpreted**
2. **Dynamically Typed**
3. **OO - Everything is an object**
 - a. -> every operation is a method call
 - b. -> every method call returns a value (== an object)
 - c. -> every statement is an expression that returns a value (== an object)
4. **Accesses to instance variables outside a class take place via accessor methods**
 - a. instance variables lacking public accessor methods are effectively private

Installation and Tools

<https://www.ruby-lang.org/it/documentation/installation/>

Additional tools:

- **RVM** for Linux & MacOS: <https://rvm.io/rvm/install>
(see also <https://nrogap.medium.com/install-rvm-in-macos-step-by-step-d3b3c236953b>)
- RubyInstaller for Windows: <https://rubyinstaller.org/>
- WSL for Windows: <https://docs.microsoft.com/it-it/windows/wsl/install>
- Visual Studio Code <https://code.visualstudio.com/> + Ruby extensions
- RubyMine IDE: <https://www.jetbrains.com/ruby/>

Getting Started with Ruby

1. Check your installation
`ruby --version`
2. Use the Ruby interpreter
`ruby hello_world.rb`
3. Interactive Ruby (irb) console
`irb`

```
puts "Hello World by Ruby!"
```

Data Types

Everything is an object

- Numeric
- Boolean
- String
- ...

Comments

```
# single line comment
```

```
=begin
```

```
    multi-line comment
```

```
=end
```

Note: `=begin` and `=end` cannot be indented

if & the rest

```
if conditional [then]
  code...

[elsif conditional [then]
  code...]...

[else
  code...]

end

&& # and
|| # or
! # not

puts "you are still young" if age < 105
# inline if
```

Allowed Boolean values: **true** and **false**

A non-boolean value that counts as true is called "**truthy**," and a non-boolean value that counts as false is called "**falsey**."

nil is evaluated as **falsey**

All other values (e.g., number zero, the empty string, the empty array, and so forth) are **truthy**.

nil may signal either Boolean falseness or a variable that refers to nothing. Used as result of an operation that otherwise would yield no meaningful return value

Types of Variables

`local_variables`

`@instance_variable`

`@@class_variable`

`ClassName`

`Constant/CONSTANT`

`$global_variable`

`foo`, `@foo`, `@@foo`, `FOO`, `Foo`, `$FOO` are all distinct

Classes

```
class ClassName

  @@class_variable_default = "something_default_shared"
  CONSTANTVAR = '192.168.0.1'

  def initialize(first_arg, second_arg = 0, *other_args)
    @instance_var1 = first_arg
    @instance_var2 = sec_arg
  end

  # metaprogramming

  attr_accessor :instance_var1  # can read and write this attribute
  attr_reader :instance_var2   # can only read this attribute

end
```

Class code examples

Link: <https://github.com/dcdelia/lab-assi/tree/2023-24/ruby-intro/examples>

1. Alike to the one we just discussed
2. Verbose vs. concise declaration of getter/setter/initialization methods
3. Subclasses and getter/setter methods
4. Subclasses and polymorphism
5. Side-effects from a method
6. Variable-length argument list

Check Instance Class

`Object.class()` method

`Object.is_a?(Class_name)` method

Methods Extra

Method names may end with a `!`, `?` or `=`

```
def title=(new_title)    # assignment method (note: it will always return its arguments)
```

```
def is_year_leap?()      # returns a boolean
```

```
def capitalize!()        # side-effect on object called on
```

All methods return a value. In the lack of an explicit return statement, the value of the last evaluated expression becomes the method return value.

Arrays

<https://ruby-doc.org/core-3.1.1/Array.html>

Array indexing starts at 0

Square brackets [] to declare one

Comma-separated elements. Multiple types supported within an array

Blocks

Literally, "blocks" of code that can be passed and called

Defined through curly braces {} or **do-end** sequences

```
[1, 2, 3].each { |n| puts "Current number is: #{n}" }
```

```
[1, 2, 3].each do |n|
```

```
  text = "Current number is: #{n}"
```

```
  puts text
```

```
end
```

Range

A range is a collection of values that are between the given begin & end values

```
(1..4).to_a # => [1, 2, 3, 4]
```

```
('a'..'d').to_a
```

```
# => ["a", "b", "c", "d"]
```

```
(1...4).to_a # => [1, 2, 3]
```

```
r = (..4) # => nil..4, beginless
```

```
r = (1..) # => 1.., endless
```

```
r.include?(-50) # => true
```

```
a = []
```

```
r = (1..)
```

```
r.each do |i|
```

```
  a.push(i) if i.even?
```

```
  break if i > 10
```

```
end
```

<https://ruby-doc.org/core-3.1.1/Range.html>

Loops

```
for i in 1...10  
  puts i  
end
```

```
3.times do  
  puts "Hello!"  
end
```

```
a = ['gio', 'nick', 'ale']  
for i in a  
  puts i  
end
```

```
i = 0; t = 3
```

```
while i<t do
```

```
  puts("Iteration i = #{i}" )
```

```
  i +=1
```

```
  if i >= t; break; end
```

```
end
```

https://www.tutorialspoint.com/ruby/ruby_loops.htm

Hashes

Hashes are what other languages call associative arrays or hashmaps

<https://ruby-doc.org/core-3.1.1/Hash.html>

```
h = {foo: 0, :bar => 1, 'baz': 2, '1':3}
```

```
h[:foo]
```

```
h[:foo] = 2
```

```
h.delete(:foo)
```

```
h = {}
```

Regular Expressions

<https://ruby-doc.org/core-3.1.1/Regexp.html>

```
'haystack' =~ /hay/      # position of (first) match, nil otherwise
```

```
/a+/ .match('haystack') # MatchData, nil otherwise
```

Regular expressions are usually delimited with forward slashes. If a string contains the pattern, it is said to match.

Extras

Ruby allows **omitting parentheses around argument lists** when doing so does not result in ambiguous parsing (“poetry mode”)

When the last argument to a method call is a hash, the curly braces for the hash literal can be omitted: `foo(arg, key: val)` vs. `foo(arg, {key: val})`

Sugared	De-sugared
<code>10 % 3</code>	<code>10.modulo(3)</code>
<code>5+3</code>	<code>5.+(3)</code>
<code>x == y</code>	<code>x.==(y)</code>
<code>a * x + y</code>	<code>a.*(x).+(y)</code>
<code>a + x * y</code>	<code>a.+(x.*(y))</code>
<code>x[3]</code>	<code>x.[](3)</code>
<code>x[3] = 'a'</code>	<code>x.[]=(3, 'a')</code>

Hands-on

Lab taken from the SaaS book in use to this course:

<https://github.com/dcdelia/lab-assi/tree/2023-24/ruby-intro/book-lab>