

BEWD 10

LESSON 2

4 LEARNING GOALS

GIT TIME - BRANCH CREATION

SCALARS - EXPLORE STRINGS

COLLECTIONS - EXPLORE ARRAYS

GIT TIME

GIT TIME - PART 1

STEP 1 - CHANGE TO BEWD_SF_10 DIRECTORY

- A - Change directories
 - ``cd`` to your ``bewd_sf_10``
- B - Make sure you in your ``bewd_sf_10``
 - ``pwd`` your directory should end with ``bewd_sf_10``

STEP 2 - COMMIT LESSON_ONE CHANGES

- A - Check your branch
 - ``git branch``
- B - Check to see what's been staged on the current branch
 - ``git status``
 - Have notes that you'd like to keep from lesson_one?
 - Add it with: ``git add .``
 - Commit it with: ``git commit -m "Lesson One Notes"``
- C - Create a remote branch on github for lesson_one
 - `git push origin +lesson_one`

GIT TIME - PART 2

STEP 1: CHECKOUT YOUR MASTER BRANCH

```
git checkout master
- checkout (or change to) your master branch
```

STEP 2: PULL THE LATEST VERSION OF `UPSTREAM`

```
git pull upstream master
- pulls the latest version from the `mother_ship`
```

STEP 3: PUSH THE LATEST TO YOUR FORKED VERSION

```
git push origin +master
- pushes the latest version from the upstream to your forked version
```

STEP 4: CREATE LESSON_TWO BRANCH

```
git branch lesson_two
- creates a new branch called lesson_two

git checkout lesson_two
- changes your current branch to the `lesson_one` branch
```

GIT TIME

1 - WHAT IS GIT BRANCH

2 - HOW TO CREATE A BRANCH LOCALLY

3 - HOW TO CREATE A BRANCH REMOTELY

SCALAR

<objects>

SCALAR

Numbers | **Strings** | Symbols

STRINGS: LEARNING GOALS

1 - WHAT IS A STRING

2 - HOW TO CONSTRUCT A STRING LITERAL

3 - HOW TO USE 5 STRING METHODS

4 - HOW TO DISCOVER MORE STRING
METHODS USING RUBY DOCS

SCALAR OBJECTS

- *SCALAR* MEANS ONE DIMENSIONAL
- OBJECTS THAT REPRESENT A SINGLE VALUE
- THERE ARE 3 SCALAR TYPES
 - STRING . NUMERIC . SYMBOL

STRING

"hello"

NUMERIC

12345

SYMBOL

:name

WHAT'S A STRING?

A STRING IS AN OBJECT THAT REPRESENTS
A BODY OF TEXT OF ARBITRARY
CONTENT & LENGTH

```
- "This is a String"
```

STRINGS

5 COMMON STRING METHODS

```
1 - .length  
2 - .prepend  
3 - <<  
4 - .strip  
5 - .chars
```

RUBY DOCS FOR THE STRING CLASS

[HTTP://RUBY-DOC.ORG/CORE-2.2.2/STRING.HTML](http://ruby-doc.org/core-2.2.2/string.html)

STRINGS

DISCOVERING NEW METHODS VIA RUBY DOCS

```
#Find these two methods within the Ruby Docs  
#Let's try to use them  
  
- start_with?  
- include?
```

RUBY DOCS FOR THE STRING CLASS

[HTTP://RUBY-DOC.ORG/CORE-2.2.2/STRING.HTML](http://ruby-doc.org/core-2.2.2/string.html)

CODE ALONG

<strings>

COLLECTION

<objects>

COLLECTIONS

- *CONTAINER FILLED WITH OBJECTS*
- THERE ARE TWO KINDS
 - ARRAYS & HASHES

ARRAY

```
cars = ["tesla", "ford", "bugatti"]
```

HASH

```
cars["tesla"] = {year: 2016, model: "Model X", price: "80000"}
```


ARRAYS: LEARNING GOALS

1 - WHAT IS AN ARRAY

2 - HOW TO CREATE AN ARRAY

3 - HOW TO USE 5 ARRAY METHODS

4 - DISCOVER METHODS VIA RUBY DOCS

WHAT'S AN ARRAY?

AN ARRAY IS AN ORDERED
COLLECTION

```
rock_stars = ["Beyonce", "Beatles", "Jay-Z", "Kanye West", "Taylor Swift"]
```

zero-index



```
rock_stars[0]  
"Beyonce"
```

ARRAYS

3 WAYS TO CREATE AN ARRAY

- 1 - Via Instantiation
`Array.new`
- 2 - Using the Literal Array Constructor (square brackets)
`rock_stars = []`
- 3 - Special `%w{...}` notation
`%w{testing hello}`

ARRAYS

COMMON METHODS

```
1 - .size  
2 - .push or <<  
3 - .pop  
4 - .unshift  
5 - .shift  
6 - .uniq and uniq!  
7 - .include?
```

RUBY DOCS FOR THE ARRAY CLASS

[HTTP://RUBY-DOC.ORG/CORE-2.2.2/ARRAY.HTML](http://ruby-doc.org/core-2.2.2/array.html)

ARRAYS

LET'S DISCOVER NEW METHODS

RUBY DOCS FOR THE STRING CLASS

[HTTP://RUBY-DOC.ORG/CORE-2.2.2/ARRAY.HTML](http://ruby-doc.org/core-2.2.2/array.html)

LET'S CODE!

CODE ALONG

CODE CHALLENGE!

REVERSE IT!!

REVERSE IT!

- WRITE OUR OWN 'REVERSE' METHOD
- USE IT TO DETERMINE IF A WORD IS A PALINDROME

RUBY DOCS FOR THE STRING CLASS

[HTTP://RUBY-DOC.ORG/CORE-2.2.2/STRING.HTML](http://ruby-doc.org/core-2.2.2/string.html)

KEYS TO SUCCESS

- ONE BRICK AT TIME
- DEBUG WITH PRY EVERY TIME
- CODE PROLIFICALLY

REVERSE IT!

```
def my_reverse(string)
  char = string.downcase.chars
  word = ""
  until char.length == 0
    word << char.pop
  end
  word.capitalize
end

def is_palindrome?(word)
  if word.downcase == my_reverse(word).downcase
    "Yay! A Palindrome!"
  else
    "Shucks, Not A Palindrome"
  end
end

#####
puts "Please provide a word \n"
word = gets.strip

puts my_reverse(word)
puts is_palindrome?(word)
```

LET'S BUILD IT!

CODE ALONG

HOMEWORK

1 - WELL GROUNDED RUBYIST - CHAPTER 6 THRU 9

2 - COMPLETE REVERSE IT ON YOUR OWN!