

MI-RUB Ruby In Pieces

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Ruby

Ruby is

- interpreted,
- dynamic typed,
- pure object-oriented language.



Hello World!

```
puts "Hello world!"
```

```
5.times { print "ahoj!\n" }
```



Fibonacci

```
def fib(n)
  a, b = 0, 1
  while b < n
    print b, " "
    a, b = b, a+b
  end
end

fib(100)
```



Objects

```
class Divka
  def initialize(jmeno, vek)
    @jmeno = jmeno
    @vek = vek
  end
  def to_s
    "Jmeno:\t#{@jmeno}\nVek:\t#{@vek}"
  end
  attr_reader :jmeno, :vek
end

moje_devce = Divka.new('Tereza', 18)
puts moje_devce.to_s
puts moje_devce.jmeno
puts moje_devce.vek
```



Ruby syntax http://en.wikibooks.org/wiki/Ruby_Programming/Syntax



Ruby provides many basic classes in its standard library:

- Array
- Hash
- Symbol
- String



Array

```
a = [ 1, 'cat', 3.14 ] # array with three elements
puts "The first element is #{a[0]}"
# set the third element
a[2] = nil
puts "The array is now #{a.inspect}"
```



```
a = [ 'ant', 'bee', 'cat', 'dog', 'elk' ]  
a[0] # => "ant"  
a[3] # => "dog"  
# this is the same:  
a = %w{ ant bee cat dog elk }  
a[0] # => "ant"  
a[3] # => "dog"
```



Hash

```
inst_section = {  
  'cello' => 'string',  
  'clarinet' => 'woodwind',  
  'drum' => 'percussion',  
  'oboe' => 'woodwind',  
  'trumpet' => 'brass',  
  'violin' => 'string'  
}
```



```
p inst_section['oboe']  
p inst_section['cello']  
p inst_section['bassoon']
```



Ruby 1.9 way!

```
inst_section = {  
  cello: 'string',  
  clarinet: 'woodwind',  
  drum: 'percussion',  
  oboe: 'woodwind',  
  trumpet: 'brass',  
  violin: 'string'  
}  
puts "An oboe is a #{inst_section[:oboe]}"
```



Symbol

Symbols are constant names that you don't have to predeclare and that are guaranteed to be unique!



Example

```
NORTH = 1
```

```
EAST = 2
```

```
SOUTH = 3
```

```
WEST = 4
```

Then, in the rest of your code, you could
use the constants instead of the numbers:

```
walk(NORTH)
```

```
look(EAST)
```



Ruby way!

Ruby provides much clearer way:

```
walk(:north)  
look(:east)
```



Strings

Strings can be constructed two different ways.

```
'escape using "\\\"' # => escape using "\"  
'That\'s right' # => That's right  
#OR interpreted string  
par = 'boy'  
"That's right #{par}." # => That's right boy.
```



Strings are objects!

```
"stressed".reverse # => "desserts"  
"kRyPTON".upcase # => "KRYPTON"
```



If-Else construct

```
if count > 10
  puts "Try again"
elsif tries == 3
  puts "You lose"
else
  puts "Enter a number"
end
```



While construct

```
while weight < 100 and num_pallets <= 30
  pallet = next_pallet()
  weight += pallet.weight
  num_pallets += 1
end

square = 2
square = square*square while square < 1000
```



