

Ruby:

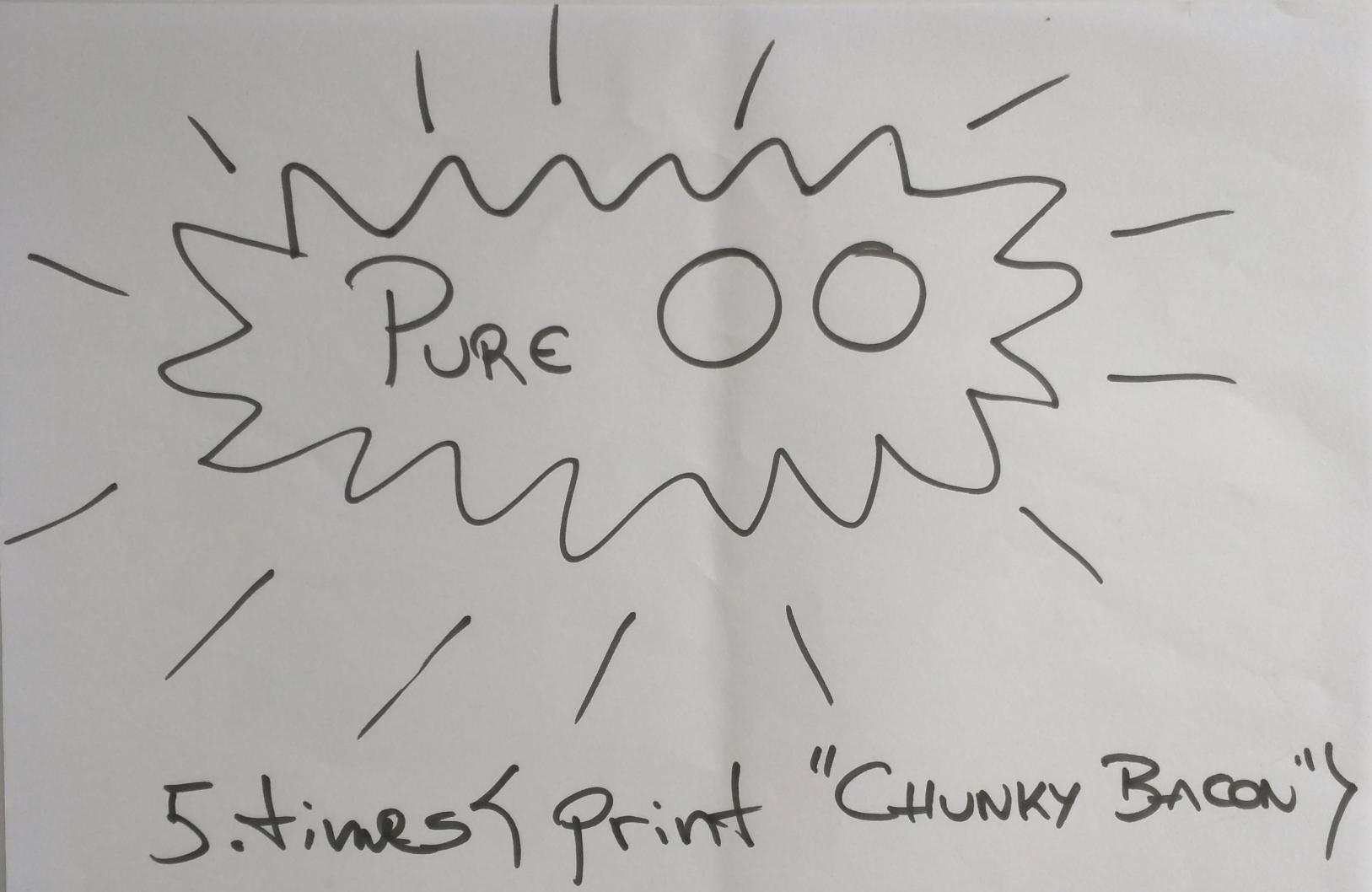
A (Pointless) Workshop

@frbmendes
@frbmendes

GeSIU7

Ruby : wat the wtf?
↳ Dynamic Awesome
Little Scripting Language

PROGRAMMER HAPPINESS!
:D :O



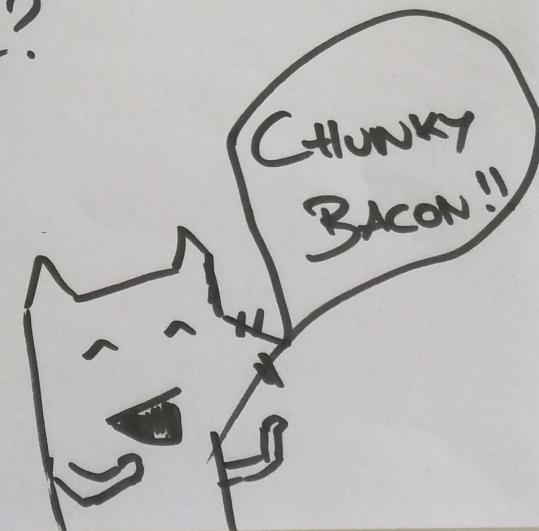
restaurants. each do |r|

Put r.menu

end

exit unless food.free?

READS
LIKE
ENGLISH ??



→ Snake-case

```
def awesome-method(arg-a, arg-b)
  = ↳ call-other-method(arg-a)
    ↳ call-that-is-returned(arg-b)
```

end

↳ implicit return

No j

We support
UTF-8

irb> 1.class

=> Fixnum

irb> (1.0).class

=> Float

irb> ("CHUNKY" + "BACON").class

=> String

irb> `{"a":1, true:2}["a"]`

$\Rightarrow 1$

irb> `h = { :a => "a", b: "b" }`

irb> `h[:a]`

$\Rightarrow "a"$

irb> :chunky.class

=> Symbol

irb> (1..3).to_a

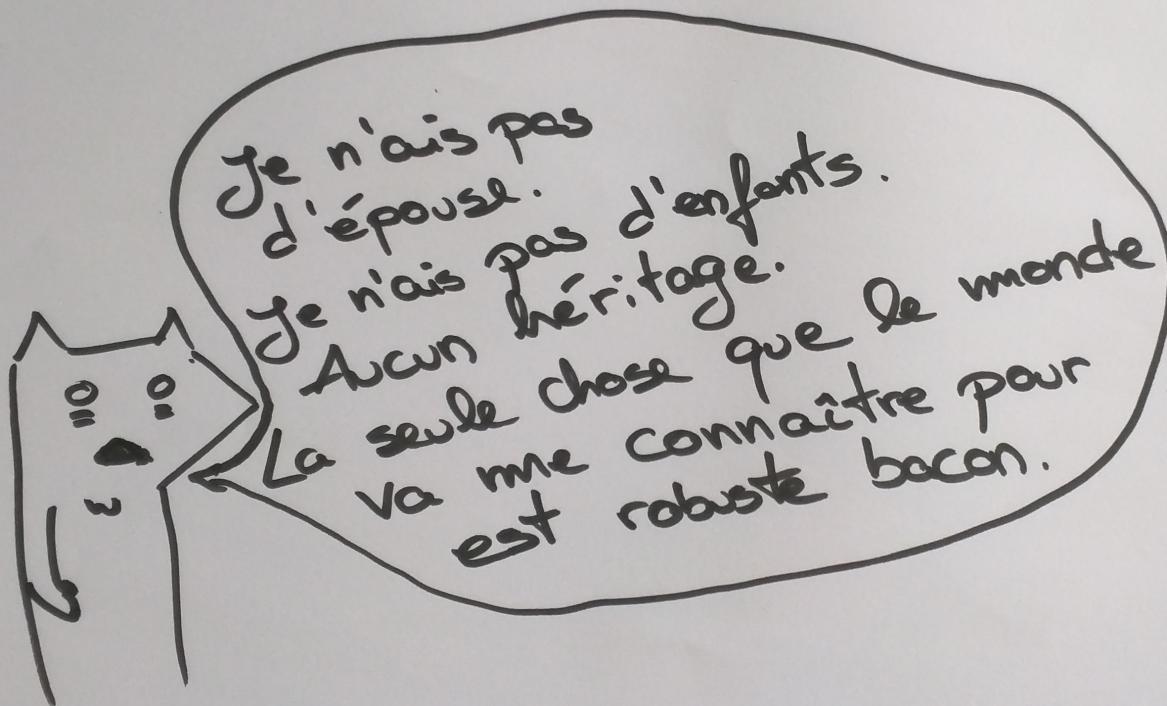
=> [1, 2, 3]

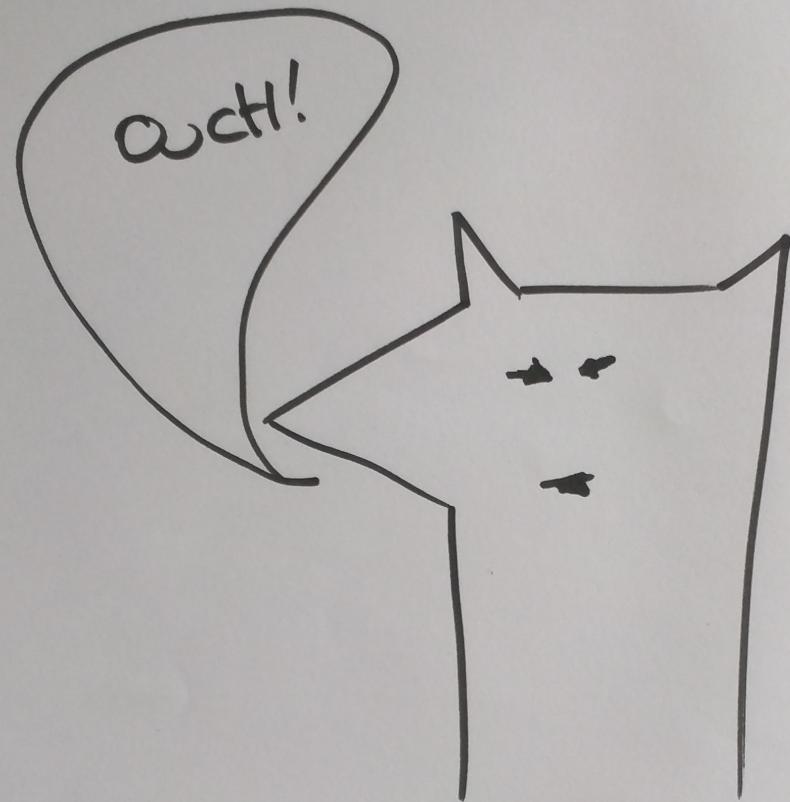
irb> (1...3).to_a

=> [1, 2]

-EXERCISE-

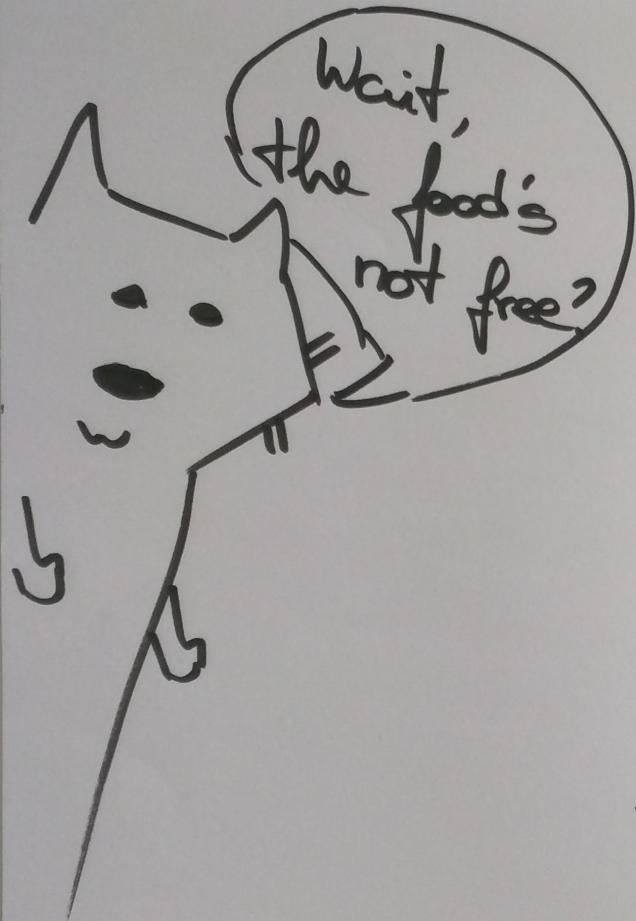
These are -why's
buddies. They used to
communicate with him in
a foreign and mysterious
language. Luckily, before parting
-why left us a translation, at
least for some words. Use your
awesome ruby skills to translate





```
if food.free?  
    eatEverything!  
elseif food.cheap?  
    eatALot  
else  
    exit  
end
```





if !food.free?
end exit
↔

exit if !food.free?
↔

exit unless food.free?

def biography (year)

case year

when 1994

"Born"

when 1998

"Saw a dog for the first time"

when 2001..2007

"Had a birthday a couple of times"

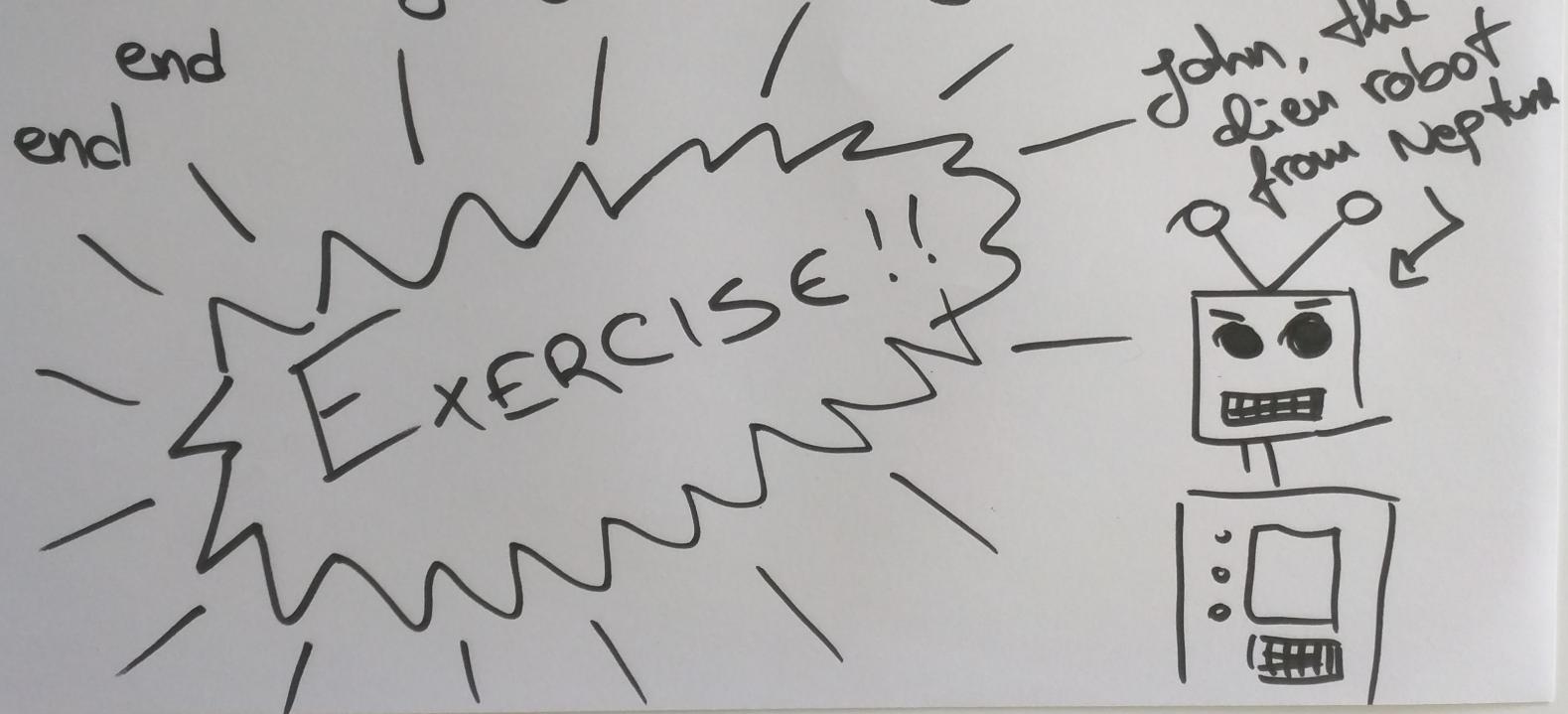
when 2010

"Got into a boxing fight with a
renegade Kangaroo"

when 2015

"Wrote a bad presentation on Ruby"
else

"Things got interesting"



class Neptunian

def initialize(name, personality)

@name = name

@personality = personality

end

end

irb> john = Neptunian.new("John", "angry")

irb> john.name[←]??

```
def name  
  @name  
end
```

```
def name=(str)  
  @name = str  
end
```

John's Cousin
Alfred, from Pluto

Are you going to write
that for every attribute?



class Neptunian

attr-writer :name
attr-reader :name > attr-accessor
:name

end

irb>john.name = "John, the Neptunian"

irb>john.name

=> "John, the Neptunian"

Class Neptunian

attr-accessor : personality

def initialize (name, personality)
super("Neptune", name)

@personality = personality

end

end

irb> john = Neptunian.new("John", "cngry")

irb> john.name + " is " + john.personality
⇒ "John is angry"

def speak

case @personality

when "happy"

"BEEP Boop!"

when "angry"

...

else

"I don't know what to say!"

DON'T PUT THAT MUCH PRESSURE ON ME!"

end

end

```
def speak!
```

```
case @personality
```

```
# ...
```

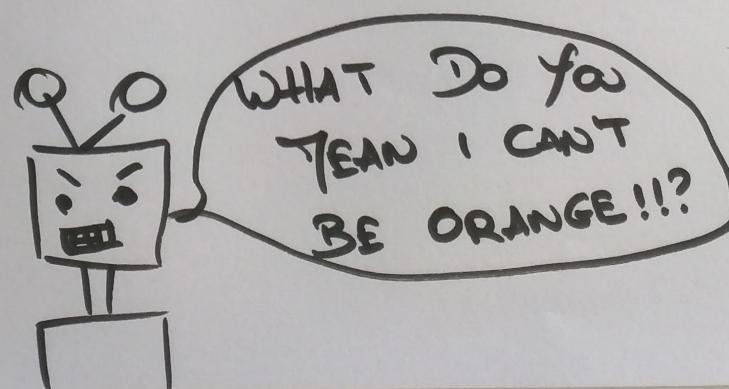
```
else
```

```
raise ArgumentError,
```

```
"Yeah, #<@personality> is not a thing"
```

```
end
```

```
end
```





COUNT HOW MANY
NEPTUNIANS WE
KNOW OF

COUNT HOW MANY
TIMES JOHN HAS
SPOKEN



class Alien

attr_reader :planet
attr_accessor :name

def initialize(planet, name)
 @planet = planet
 @name = name

end



ary = (1..100).to_a

i = 0

while i < ary.length do
 puts ary[i]

i += 1

end

loop do # while true do
 puts "CHUNKY BACON!!"

end

`ary = (1..100).to_a`

`ary.each { |n| puts n}`

↳ See? Much better
than while

PROGRAMMER-HAPPINESS™

until self.happy? do
 eat
end

\Leftrightarrow

eat until self.happy?

\Leftarrow

eat while !self.happy?

ary = (1..100).to_a

ary.map { |n| n+1}

ary.select { |n| n.odd? }

ary.inject(0) { |sum, n| sum + n }

ary = (1..100).to_a

ary.map(2:next)

ary.select{odd?}

ary.reduce(:+)

ary.each { |x| puts x }

ary.each do |x|
 puts x
end

block

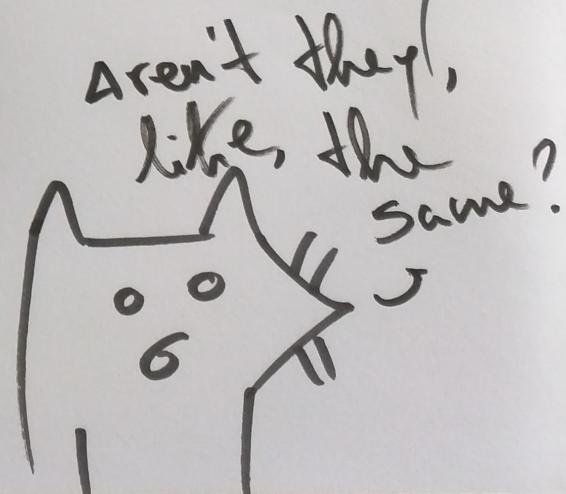
another
block

$\lambda = \text{lambdify}\{x, y | x + y\}$

$P = \text{Proc. new } \{x, y | x + y\}$

$\lambda.\text{call}(1, 2)$

$P.\text{call}(1, 2)$



@frbmendes
@frbmendes

