

**Ruby**  
**Practical 5**  
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**1) Re-Visit the iTunes program and do the v.2 of it. Don't try to cut and paste what I have given you, work through the description I give of its properties and try to appreciate why these changes are being proposed and, if possible, improve on them yourself.**

Answer-

I've changed the scripts to use class objects instead of global variables. The scripts are located in **\_RubyLect6.progsAnswer1** directory in a zip folder.

In the last practical I created some error handling methods so I had to pass the newly created class **DataStorage** which is used to hold data instead of global variables. The instance **data** of class **DataStorage** is passed to all functions which were previously using global variable **\$songs**.

**2) Define three classes, calling them something much more original than A, B and C; set them up so that C is a subclass of B and B is a subclass of A. Then define a bunch of attributes in A and about 3 methods and test their inheritance to instances of C. Define at least one additional method for B and C respectively and note how they do not apply up the hierarchy but they do apply down (if there is indeed a down).**

Answer-

The solution to this question is located in **\_RubyLect6.progsAnswer2** directory inside the zip file. I've created 3 classes, A-Animal, B-Dog and C-Bulldog with class B inherits class A and class C inherits class B.

I've created some methods in class A and a different method in class B. I've also tested function overriding and using variables from local class and super class.

The filename is **Animals.rb** and is located in path. There is no command line parameters while running this file and I've included my comments in the file.