



YAML

# YAML

- YAML – stands for YAML Ain't Markup Language (or **Y**et **A**nother **M**arkup **L**anguage? 😊)
- Special text-based markup language that was designed primarily as a data serialization format that's readable by humans
- Can easily serialize and deserialize Ruby objects into and out of YAML
  - More info at [Yaml.org](http://Yaml.org)

# require

- Most of the Ruby language is available right away without explicit inclusion
- Some less-used parts (as well as rubygems) need to be specifically included (loaded in) using `require`, when those parts are being used in your programs
- YAML processing is one of those parts

# YAML example

```
require 'yaml'
```

```
class Butterfly
  attr_accessor :color, :wing_size
end

b1 = Butterfly.new
b1.color = "red"; b1.wing_size = 10
b2 = Butterfly.new
b2.color = "blue"; b2.wing_size = 5

# Serialize TO YAML
yaml_data = [b1, b2].to_yaml
```

```
# Deserialize FROM YAML
```

```
test_data = YAML::load yaml_data
```

```
p test_data # => [#<Butterfly:0x11a7d58 @color="red", @wing_size=10>, #
                 #<Butterfly:0x119efb0 @color="blue", @wing_size=5>]
```

---

```
- !ruby/object:Butterfly
  color: red
  wing_size: 10
- !ruby/object:Butterfly
  color: blue
  wing_size: 5
```

- No tabs in the YAML file if creating by hand