# CSc 372 — Comparative Programming Languages

**27 : Ruby — Introduction**

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## 1 What is Ruby?

- Everything is an object.

- Everything can be changed: method can be added to classes at runtime, for example.

- There's no "compile-time": everything happens at runtime.

- Variables have no type, they can contain different kinds of objects at different times.

- Classes are not "types" the way they are in Java — A class is identified by the messages (method calls) it responds to.

## 2 Ducks!

- Create a class and a constructor (it's called `initialize`).

- Instance variables start with `@`.

- `Duck.new` is a standard class (static) method that creates a new object.

- The class definition is actually executable: it's executed at runtime and creates the class.

- The statements after the class definition are also executed, as the file is loaded.

## 3 Defining a class

```
class Duck
   def initialize(name,type)
      @name = name
      @type = type
   end

end
d1 = Duck.new("larry","rubber")
puts d1
```

# 4   Running Ruby

- Run like this:

  ```
  > ruby ducks.rb
  ```

- Or like this:

  ```
  > irb --prompt simple -r ducks.rb
  >> d1 = Duck.new("larry","rubber")
  >> puts d1
  ```

- `irb` is the interactive Ruby shell.

- `http://ruby-doc.org/docs/ProgrammingRuby/html/irb.html`

# 5   Running Ruby

- You can also (if you're on a Unix system) put your script in a file like this:

  ```
  #!/usr/local/bin/ruby
  puts "hello ducks!"
  ```

- Make the file executable, and then you can execute it like any other Unix program:

  ```
  > chmod a+rx hello.rb
  > hello.rb
  hello ducks!
  ```

# 6   Syntax

- No semi-colons, as long as you keep one statement per line.

- Comments start with a `#` and go to the end of the line.

  ```
  # This is a comment.
  ```

- You can leave out parentheses around method arguments (but don't). These are the same:

  ```
  # This is a comment.
  puts("arg1","arg2")
  puts "arg1","arg2"
  ```

# 7   Pretty printing

- To print an object in a pretty way, we can redefine `to_s`. This is like overriding Java's `toString`.

```
class Duck
   def to_s
      @name + " : " + @type
   end
end

puts d1
```

# 8   Adding a method

- Let's add a new method, `quack!`.

- Method names can end in `!` (typically for methods that change some data), `?` (methods that return true/false), and `=` (setter methods).

- Notice that we're not actually editing the class definition, but simply adding another method at runtime!

```
class Duck
   def quack!
      puts "quack!"
   end
end

d1.quack!
```

# 9   Method parameters

- Class names should start with an upper case letter, method names with a lower case.

- Add a parameter to `quack!`. The new definition replaces the old one. There's no overloading (methods with different types/number of parameters are different) like in Java.

```
class Duck
   def quack!(times)
      puts "quack! " * times
   end
end
d1.quack!(5)
```

# 10   Overloaded operators

- There is plenty of operator overloading, however, and you can add your own overloaded operators, if you want.

```
>> 5*7
=> 35
>> 5*"7"
TypeError: String can't be coerced into Fixnum
>> "7"*6
=> "777777"
```

# 11   Types

- Variables don't have type, but objects have. You can ask an object's type using `.class`.

```
>> 5**57
=> 6938893903907228377647697925567626953125
>> 5.class
=> Fixnum
```

```
>> (5**57).class
=> Bignum
>> "duck!".class
=> String
>> r1 = Duck.new("larry","rubber")
>> r1.class
=> Duck
```

# 12   Arrays

- Arrays can contain any type of object.

- Arrays are indexed by integers, starting from 0.

- You can break a line into two parts if you end the first one with an operator (, in this case).

```
flock = [d1,Duck.new("ruby","rubber"),
         "roast duck"]
puts flock

puts flock[0]
puts flock[1..2]
flock[0] = "kao ya"
puts flock
```

# 13   Hashes

- Hashtables are indexed by, well, anything. You can map one object to any other kind of object.

```
flock = {
   d1 => "hot",
   Duck.new("ruby","rubber") => "cute",
   "roast duck" => "tasty"
}
puts flock
```

# 14   Hashes

- OK, that's ugly. We need to change the way the Hash class prints out a table. No problem!

```
class Hash
   def to_s
      s = ""
      self.each do |key,value|
         s = s + key.to_s + "\t=>\t" +
             value.to_s + "\n"
      end
      return s
   end
end
```

## 15   Hashes

- This is a Ruby *iterator*. `each` is a method which generates all pairs of keys and values.

- `|key,value|` are local variables within the `do...end` block. `each` will invoke this block (giving `key` and `value` their values) for every pair in the hashtable.

```
self.each do |key,value|
    s = s + key.to_s + "\t=>\t" +
        value.to_s + "\n"
end
```

## 16   <<

- Many classes define the `<<`-operator. For strings, it appends a value onto the end of the string. For arrays, it adds an element to the end of the array.

```
s = "yo"
s << ",dude"
a = [1,2,3]
a << "ducks are cute as can be!"
```

## 17   String interpolation

- Inside strings you can put arbitrary Ruby code contained within `#{...}`. It gets executed and the result filled in inside the string.

```
self.each do |key,value|
    s << "#{key.to_s}\t=>\t #{value.to_s}\n"
end

balloons = 98
puts "#{balloons} luftballons!"
puts "#{balloons+1} luftballons!"
```

## 18   Hashes

- To look up an element in a hashtable, use `hash[key]`.

- To delete an element, use `hash.delete(key)`.

- To add/override an element, use `hash[key]=value`.

```
puts flock[d1]
puts flock[Duck.new("larry","rubber")]

flock.delete(d1)
puts flock
```

# 19   if-expressions

- `hash.has_key?(key)` returns true if the hash table contains a value for that `key`.

```
if flock.has_key?("roast duck") then
    puts "found supper!"
end

if flock.has_key?("roast duck") then
    puts "found supper!"
else
    puts "I'm hungry! ):"
end
```

# 20   if-expressions

- Everything in Ruby produces a value, even `if`, `while`, etc.

```
x = if flock.has_key?("roast duck") then
     "(-:" else "):" end
```

# 21   `while`-loops

- Like the `if`-expression, `while` ends with an `end`.

```
ducks = 0
while ducks < 10
  puts "I love ducks!"
  ducks += 1
end
```

# 22   Statement modifiers

- `if` and `while` have shortcuts called *modifiers*. These can be used when the body of the `if` or `while` is a single expression.

```
ducklovers = 1
puts "Some people love ducks!" if ducklovers > 0

puts "Some people love ducks!" \
   unless ducklovers == 0

ducklovers += 1 while ducklovers < 100
puts ducklovers
```

# 23   Regular expressions

- Ruby has regular expressions (REs) built in.

- REs are used to parse and take strings apart.

- An RE is given within `/.../`.

- `string.scan(re)` searches through the string and returns any matches.

- `scan` either returns an array of the results, or can be used as an iterator.

- You can either use `each` or the `for i in` *iterator* `do ...i ...end` construction.

# 24 Regular expressions

- `.` (period) matches any character:

```
"duck".scan(/./)

for i in "duck".scan(/./) do
   puts i
end

"duck".scan(/./).each do |i|
   puts i
end
```

# 25 Regular expressions

- `..` (period) matches any *two* characters.

- "Normal characters" (like letters and digits) match themselves.

- "Special characters" (or *meta*-characters) have to be escaped (preceded by a backslash). This includes characters like the brackets and parentheses that have special meanings in REs.

```
"duck".scan(/../)
"duck42,duck46".scan(/4/)
"duck42,duck46".scan(/du/)
"duck42/duck46".scan(/\//)
```

# 26 Regular expressions

- `[...]` defines a *character class*, a set of characters we want to match.

- `[`*from*`-`*to*`]` defines a *range* of characters

```
"pluckyducky".scan(/[uc]/)
"ducky".scan(/[a-k]/)
```

# 27 Regular expressions

- Assume that we've got a file of ducks, where consecutive ducks are separated by `,` (commas), and the name and type of duck is separated by `/` (slash).

- Assume that names and types consist of the characters `a-z`.

- Start by separating the ducks:

```
data = "larry/rubber,ruby/rubber,carl/roast"
for i in data.scan(/[a-z\/]+/)
   puts i
end
```

# 28   Regular expressions

- Next, scan for the name and the type, and print them out.

- Here we're both using the *return result as array* and `return results one at a time in an iterator` versions of `scan`.

```
for i in data.scan(/[a-z\/]+/)
   a = i.scan(/[a-z]+/)
   puts a[0] + "=>" + a[1]
end
```

# 29   Regular expressions

- Finally, create a hashtable containing the data we just read in and parsed:

```
flock = {}
for i in data.scan(/[a-z\/]+/)
   a = i.scan(/[a-z]+/)
   flock[a[0]] = a[1]
end
puts flock
```

# 30   Regular expressions

- The =~ returns the position of the match if the string matches the regular expression, `nil` otherwise.

- `x+` matches one or more `x`s.

- `x*` matches zero or more `x`s.

- `x|y` matches x or y.

# 31   Regular expressions

```
if "donald" =~ /daisy|donald/ then
   puts "duck match!"
end

if "ddddduck" =~ /d+uck/ then
   puts "duck match!"
end

if "uck" =~ /d*uck/ then
   puts "duck match!"
end
```

```
if "duck" =~ /d*uck/ then
   puts "duck match!"
end
```

# 32  Regular expressions

- *string*.sub(*pattern*, *replace*) replaces the first occurance of `pattern` with *replace*, in *string*.

- **gsub** does the same, but replaces all occurrences.

```
puts "duckduckduck".sub(/duck/,"ruby")
puts "duckduckduck".gsub(/duck/,"ruby")
puts "duck4luck!".gsub(/[a-z]/,"-")
puts "daisydonaldruby".gsub(/daisy|donald/,"duck")
```

# 33  Global Variables

- Global variables are prefixed with a $ (dollar) sign.

```
$MyDucks = ["larry duck","sally duck"]

puts $MyDucks
```

# 34  nil

- `nil` is an object, like any other. It is returned by many operations. It represents "nothing."

- `nil` means `false` in conditional expressions.

```
nil.class
a = []
a[5]
```

# 35  Class methods and variables

- Class variables start with `@@`.

- Class methods start with the class name followed by a `.` (pediod).

```
class Duck
   @@count = 0
   def initialize(name,type)
      @name = name
      @type = type
      @@count += 1
   end
   def Duck.howMany
      return @@count
   end
end
```

# 36 Class methods and variables...

```
d1 = Duck.new("larry","rubber")
d2 = Duck.new("sally","rubber")
d3 = Duck.new("jessie","rubber")
puts Duck.howMany
```

# 37 Constants

- Constants start with an uppercase letter.

- This is actually why classes must start with an uppercase letter — they are constants inserted into an internal dictionary.

# 38 Class methods and variables

```
MAXDUCKS = 2
class Duck
   @@count = 0
   def initialize(name,type)
      if @@count == MAXDUCKS then
         puts "no more ducks for you!"
         raise RangeError
      end
      @name = name; @type = type; @@count += 1
   end
   def Duck.howMany
      return @@count
   end
end
```

# 39 Blocks and iterators

- A *block* of code goes between curly braces or within do...end:

  ```
  [1,2,3].each {|x| puts x}

  [1,2,3].each do |x|
     puts x
  end
  ```

- Curly braces are used for short pieces of code.

- Arguments to the block is given within |...|.

# 40 Blocks and iterators

- So, what does this really mean?

```
[1,2,3].each do |x|
    puts x
end
```

- **each** is a method, invoked on the array `[1,2,3]`.

- The `do...end` block is passed to `each`.

- Control then "jumps" back-and-forth between `each` and the block: `each` generates a value from the array, passes it to the block (in the `x` variable), the block prints it out, and passes control back to `each` so it can generate the next value.

# 41 Blocks and iterators

- Of course, nothing stops us from writing our own iterators, or to extend standard classes with new ones!

```
class Array
   def myEach
      i = 0
      while i < self.length
         yield self[i]
         i += 1
      end
   end
end

[1,2,3].each {|x| puts x}
[1,2,3].myEach {|x| puts x}
```

# 42 Blocks and iterators

- `yield` "jumps" into the block, passing one or more values along.

- This is sometimes known as a *co-routine*: You have two pieces of code, both active at the same time, and control bounces back and forth between them.

```
class Duck
   def Duck.kindsOf
      yield "roast"
      yield "rubber"
      yield "poached"
   end
end

Duck.kindsOf {|x| puts x}
```

# 43 Readings

- Read Chapter 2, page 3–41, in *Programming Ruby — The Pragmatic Programmers Guide*, by Dave Thomas.

- Read Chapter 13, page 163–170,173, in *Programming Ruby*.

- Read Chapter 15, page 185–187,195, in *Programming Ruby*.

- The first edition of this book is available online at `http://www.rubycentral.com/pickaxe/index.html`.

## 44   . . . you're the one. . .