



# Ruby (on Rails)

CSE 190M, Spring 2009

Week 1

# The Players

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# About the Section

- Introduce the Ruby programming language
- Use Ruby to template web pages
- Learn about Ruby on Rails and its benefits

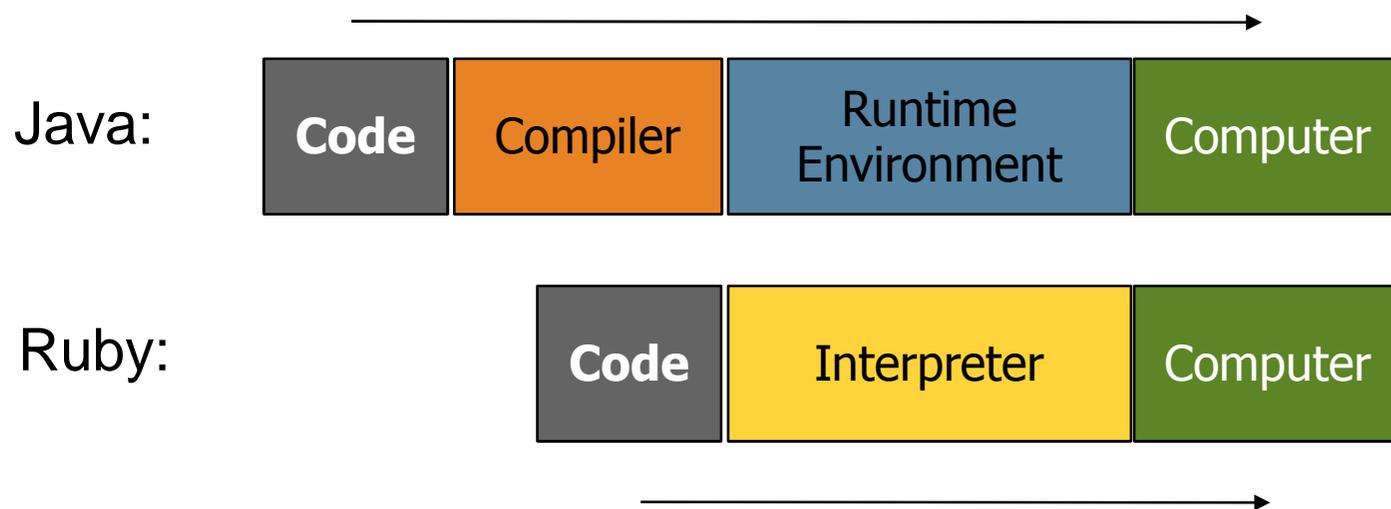


# What is Ruby?

- Programming Language
- Object-oriented
- Interpreted

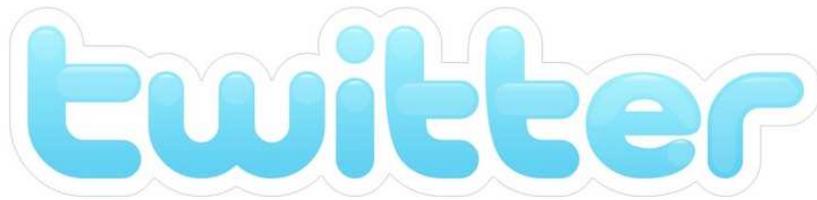
# Interpreted Languages

- Not compiled like Java
- Code is written and then directly executed by an **interpreter**
- Type commands into interpreter and see immediate results



# What is Ruby on Rails (RoR)

- Development framework for web applications written in Ruby
- Used by some of your [favorite sites!](#)

The Twitter logo, featuring the word "twitter" in a light blue, rounded, lowercase font with a white outline.The Hulu logo, featuring the word "hulu" in a green, lowercase font with a white outline.

# Advantages of a framework

- Standard features/functionality are built-in
- Predictable application organization
  - Easier to maintain
  - Easier to get things going

# Installation

- Windows
  - Navigate to: <http://www.ruby-lang.org/en/downloads/>
  - Scroll down to "Ruby on Windows"
  - Download the "One-click Installer"
  - Follow the install instructions
    - Include RubyGems if possible (this will be necessary for Rails installation later)
- Mac/Linux
  - Probably already on your computer
  - OS X 10.4 ships with broken Ruby! Go here...
    - <http://hivelogic.com/articles/view/ruby-rails-mongrel-mysql-osx>

```
hello_world.rb
```

```
puts "hello world!"
```

# puts vs. print

- "puts" adds a new line after it is done
  - analogous `System.out.println()`
- "print" does not add a new line
  - analogous to `System.out.print()`

# Running Ruby Programs

- Use the Ruby interpreter

`ruby hello_world.rb`

- “ruby” tells the computer to use the Ruby interpreter

- Interactive Ruby (irb) console

`irb`

- Get immediate feedback
- Test Ruby features

# Comments

```
# this is a single line comment
```

```
=begin
```

```
  this is a multiline comment
```

```
  nothing in here will be part of the code
```

```
=end
```

# Variables

- Declaration – No need to declare a "type"
- Assignment – same as in Java
- Example:

<code>x = "hello world"</code>	<code># String</code>
<code>y = 3</code>	<code># Fixnum</code>
<code>z = 4.5</code>	<code># Float</code>
<code>r = 1..10</code>	<code># Range</code>

# Objects

- Everything is an object.
  - Common Types (Classes): Numbers, Strings, Ranges
  - nil, Ruby's equivalent of null is also an object
- Uses "dot-notation" like Java objects
- You can find the class of any variable

```
x = "hello"
x.class      →      String
```
- You can find the methods of any variable or class

```
x = "hello"
x.methods
String.methods
```

# Objects (cont.)

- There are many methods that all Objects have
- Include the "?" in the method names, it is a Ruby naming convention for boolean methods
  - nil?
  - eql?/equal?
  - ==, !=, ===
  - instance\_of?
  - is\_a?
  - to\_s

# Numbers

- Numbers are objects
- Different Classes of Numbers

– FixNum, Float

3.eql?2 → false

-42.abs → 42

3.4.round → 3

3.6.rount → 4

3.2.ceil → 4

3.8.floor → 3

3.zero? → false

# String Methods

<code>"hello world".length</code>	→	11
<code>"hello world".nil?</code>	→	false
<code>"".nil?</code>	→	false
<code>"ryan" &gt; "kelly"</code>	→	true
<code>"hello_world!".instance_of?String</code>	→	true
<code>"hello" * 3</code>	→	<code>"hellohellohello"</code>
<code>"hello" + " world"</code>	→	<code>"hello world"</code>
<code>"hello world".index("w")</code>	→	6

# Operators and Logic

- Same as Java
  - Multiplication, division, addition, subtraction, etc.
- Also same as Java AND Python (WHA?!)
  - "and" and "or" as well as "&&" and "||"
- Strange things happen with Strings
  - String concatenation (+)
  - String multiplication (\*)
- Case and Point: There are many ways to solve a problem in Ruby

# if/elsif/else/end

- Must use "elsif" instead of "else if"
- Notice use of "end". It replaces closing curly braces in Java

- Example:

```
if (age < 35)
  puts "young whipper-snapper"
elsif (age < 105)
  puts "80 is the new 30!"
else
  puts "wow... gratz..."
end
```

# Inline "if" statements

- Original if-statement

```
if age < 105
```

```
  puts "don't worry, you are still young"
```

```
end
```

- Inline if-statement

```
puts "don't worry, you are still young" if age < 105
```

# for-loops

- for-loops can use ranges

- Example 1:

```
for i in 1..10
  puts i
end
```

- Can also use blocks (covered next week)

```
3.times do
  puts "Ryan! "
end
```

# for-loops and ranges

- You may need a more advanced range for your for-loop
- Bounds of a range can be expressions
- Example:

```
for i in 1..(2*5)
    puts i
end
```

# while-loops

- Can also use blocks (next week)
- Cannot use "i++"
- Example:

```
i = 0
while i < 5
    puts i
    i = i + 1
end
```

# unless

- "unless" is the logical opposite of "if"

- Example:

```
unless (age >= 105)
```

```
  puts "young."
```

```
else
```

```
  puts "old."
```

```
end
```

```
# if (age < 105)
```

# until

- Similarly, "until" is the logical opposite of "while"
- Can specify a condition to have the loop stop (instead of continuing)

- Example

```
i = 0
until (i >= 5)    # while (i < 5), parenthesis not required
  puts i
  i = i + 1
end
```

# Methods

- Structure

```
def method_name( parameter1, parameter2, ...)  
    statements  
end
```

- Simple Example:

```
def print_ryan  
    puts "Ryan"  
end
```

# Parameters

- No class/type required, just name them!
- Example:

```
def cumulative_sum(num1, num2)
  sum = 0
  for i in num1..num2
    sum = sum + i
  end
  return sum
end
```

```
# call the method and print the result
puts(cumulative_sum(1,5))
```

# Return

- Ruby methods return the value of the last statement in the method, so...

```
def add(num1, num2)
  sum = num1 + num2
  return sum
end
```

can become

```
def add(num1, num2)
  num1 + num2
end
```

# User Input

- "gets" method obtains input from a user

- Example

```
name = gets
```

```
puts "hello " + name + "!"
```

- Use `chomp` to get rid of the extra line

```
puts "hello" + name.chomp + "!"
```

- `chomp` removes trailing new lines

# Changing types

- You may want to treat a String a number or a number as a String
  - `to_i` – converts to an integer (FixNum)
  - `to_f` – converts a String to a Float
  - `to_s` – converts a number to a String

- Examples

<code>"3.5".to_i</code>	→	3
<code>"3.5".to_f</code>	→	3.5
<code>3.to_s</code>	→	"3"

# Constants

- In Ruby, constants begin with an Uppercase
- They should be assigned a value at most once
- This is why local variables begin with a lowercase

- Example:

```
Width = 5
def square
  puts ("*" * Width + "\n") * Width
end
```

# Week 1 Assignment

- Do the Space Needle homework from 142 in Ruby
  - <http://www.cs.washington.edu/education/courses/cse142/08au/homework/2/spec.pdf>
  - DOES need to scale using a constant
- Use syntax that is unique to Ruby whenever possible
- Expected output can be found under the Homework 2 Section
  - <http://www.cs.washington.edu/education/courses/cse142/08au/homework.shtml>

# References

- Web Sites
  - <http://www.ruby-lang.org/en/>
  - <http://rubyonrails.org/>
- Books
  - Programming Ruby: The Pragmatic Programmers' Guide (<http://www.rubycentral.com/book/>)
  - Agile Web Development with Rails
  - Rails Recipes
  - Advanced Rails Recipes