

Ruby: Useful Classes and Methods

Computer Science and Engineering ■ College of Engineering ■ The Ohio State University

Lecture 7

Ranges

- Instance of class (Range)

```
indices = Range.new(0, 5)
```

- But literal syntax is more common

```
nums = 1..10          # inclusive
```

```
b = 'cab'... 'cat'    # end-exclusive
```

- Method `to_a` converts a range to an array

```
nums.to_a             #=> [1,2,3,4,5,6,7,8,9,10]
```

```
(0..5).to_a           #=> [0,1,2,3,4,5]
```

```
(5..0).to_a           #=> []
```

- Methods `begin/end`, `first/last`

```
b.last                #=> "cat", excluded from range!
```

```
b.last 2              #=> ["car", "cas"]
```

Range Inclusion

- ❑ Operator `===` (aka "case equality")
`nums === 6 #=> true`
`b === 'cat' #=> false`
- ❑ Two methods: `include?` `cover?`
 - `include?` (usually) iterates through range, looking for (object value) equality
 - `cover?` compares to end points
- ❑ Case statement (`case/when`) with ranges
`case target`
`when 0...mid`
 `puts "first half"`
`when mid...size`
 `puts "second half"`
`end`

Strings

- A rich class: 100+ methods!
 - See www.ruby-doc.org
- Note convention on method names
 - ? suffix: polar result (*e.g.*, boolean)
 - ! suffix: dangerous (*e.g.*, changes receiver)
- Examples
 - `empty? start_with? include? length`
 - `to_f, to_i, split` # *convert string to...*
 - `upcase downcase capitalize` # *+/- !*
 - `clear replace` # *no ! (!!)*
 - `chomp chop slice` # *+/- !*
 - `sub gsub` # *+/- !*

Examples

```
s = String.new "hello world"
s.start_with? "hi" ==> false
s.length ==> 11
"3.14".to_f ==> 3.14
s.upcase ==> "HELLO WORLD", s unchanged
s.capitalize! ==> s is now "Hello world"
s.split ==> ["Hello", "world"]
s.split "o" ==> ["Hell", " w", "rld"]
s.replace "good bye" ==> s is "good bye"
s.slice 3, 4 ==> "d by" (start, length)
s[-2, 1] ==> "y" [start, length]
s.chomp! ==> remove trailing \n if there
```

Arrays

- Instance of class (Array)

```
a = Array.new 4 #=> [nil, nil, nil, nil]
```

```
a = Array.new 4, 0 #=> [0, 0, 0, 0]
```

- But literal notation is common

```
b = [6, 2, 3.14, "pi", []]
```

```
t = %w{hi world} #=> ["hi", "world"]
```

- Methods for element access, modification

```
b.length #=> 5
```

```
b[0] #=> 6 (also b.first, b.last)
```

```
b[-2] #=> "pi"
```

```
b[10] = 4 # assignment past end of array
```

```
b.length #=> 11, size has changed!
```

```
b[2, 5] #=> [3.14, "pi", [], nil, nil]
```

Mutators: Growing/Shrinking

- Add/remove from end: **push/pop** (<<)
n = [10, 20]
n.**push** 30, 40 #=> [10, 20, 30, 40]
n.**pop** #=> 40, n now [10, 20, 30]
n << 50 #=> [10, 20, 30, 50]
- Add/remove from beginning:
unshift/shift
n = [10, 20]
n.**unshift** 30, 40 #=> [30, 40, 10, 20]
n.**shift** #=> 30
- Push/shift gives FIFO queue
- All modify the receiver (but no !)

Concatenation and Difference

□ Concatenation: `+/concat`

`n = [1]`

`n.concat [3, 4]      #=> [1, 3, 4]`

`[5, 1] + [5, 2, 3] #=> [5, 1, 5, 2, 3]`

`n.push [3, 4]      #=> [1, 3, 4, [3, 4]]`

□ Difference: `-`

`n = [1, 1, 3, 3, 4, 5]`

`n - [1, 2, 4] #=> [3, 3, 5]`

□ Concat modifies receiver, `+/` do not

And Many More

□ Element order

```
[1, 2, 3, 4].reverse #=> [4, 3, 2, 1]
[1, 2, 3, 4].rotate  #=> [2, 3, 4, 1]
[1, 2, 3, 4].shuffle #=> [2, 1, 4, 3]
[3, 4, 2, 1].sort    #=> [1, 2, 3, 4]
```

□ Search

```
[7, 3, 5, 7, 0].find_index 7 #=> 0
[7, 3, 5, 7, 0].rindex 7     #=> 3
[7, 3, 5, 7, 0].include? 0   #=> true
```

□ Transformation

```
[1, 2, 2, 3, 1].uniq #=> [1, 2, 3]
[1, 2].fill "a" #=> ["a", "a"], N.B. aliases!
["a", "b", "c"].join "_" #=> "a_b_c"
[1,2].product [3,4] #=> [[1,3],[1,4],[2,3],[2,4]]
[[1, 2], [3, 4], [5, 6]].transpose
#=> [[1, 3, 5], [2, 4, 6]]
```

To Ponder

Evaluate the ?'s

```
x = Array.new 3, 5 #=> [5, 5, 5]
```

```
x[0] += 1
```

```
x #=> ???
```

```
y = Array.new 3, [] #=> [[], [], []]
```

```
y[0] << "hi" # adds elt to array
```

```
y #=> ???
```

Example

- Generate a random sequence of 8 lower case letters, without repetition
- E.g., minbevtj

Example

- Write a program that reads in a list of names from stdin (keyboard), then prints out the list in alphabetical order in all-caps
 - Hint:
 - Use gets to read input from stdin
 - Returns String up to and including newline (nil if ^d)
- ```
>> x = gets
Hello world
=> "Hello world\n"
```

# Example: A Solution

```
index = 0
names = Array.new
while name = gets
 name.chomp!.upcase!
 names[index] = name
 index += 1
end

puts "The sorted array:"
puts names.sort
```

# Refactor: Array Literal

```
index = 0
names = []
while name = gets
 name.chomp!.upcase!
 names[index] = name
 index += 1
end

puts "The sorted array:"
puts names.sort
```

# Refactor: Extend Array

```
index = 0
names = []
while name = gets

 names[index] = name.chomp.upcase
 index += 1
end

puts "The sorted array:"
puts names.sort
```

# Refactor: Push

```
names = []
while name = gets

 names.push name.chomp.upcase

end

puts "The sorted array:"
puts names.sort
```

# Refactor: Push Operator

```
names = []
while name = gets
 names << name.chomp.upcase

end

puts "The sorted array:"
puts names.sort
```

# Refactor: Statement Modifier

```
names, name = [], ""
```

```
names << name.chomp.upcase
```

```
while name = gets
```

```
puts "The sorted array:"
```

```
puts names.sort
```

# Summary

- Naming convention for methods
  - Mutators marked with !, polar with ?
- Ranges
  - Inclusive, exclusive, operator ===
  - Case/when can use ranges
- Strings
  - Mutable (c.f. Java)
- Arrays
  - Can grow and shrink