Ruby: Useful Classes and Methods

Lecture 6
Ranges

- Instance of class (Range)
  ```ruby
  indices = Range.new(0, 5)
  ```

- But literal syntax is more common
  ```ruby
  nums = 1..10  #inclusive
  b = 'cab'..'cat'  #end-exclusive
  ```

- Method `to_a` converts a range to an array
  ```ruby
  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`
  ```ruby
  b.last #=> "cat", excluded from range!
  b.last 2 #=> ["car", "cas"]
  ```
Range Inclusion

- Operator === tests range inclusion
  - nums === 6 #=> true
  - b === 'cat' #=> false

- Two methods: include? cover?
  - include? means iterate through range, looking for (object value) equality
  - cover? means compare 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 = "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)
  
  ```ruby
  a = Array.new 4 #=> [nil, nil, nil, nil]
  a = Array.new 4, 0 #=> [0, 0, 0, 0]
  ```

- But literal notation is common
  
  ```ruby
  b = [6, 2, 3.14, "pi", []]
  t = %w{hi world} #=> ["hi", "world"]
  ```

- Methods for element access, modification
  
  ```ruby
  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!
  ```
Mutators: Growing/Shrinking

- Add/remove from end: `push/pop` (<<)
  
  ```ruby
  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`
  
  ```ruby
  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**
  
  ```ruby
  [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**
  
  ```ruby
  [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**
  
  ```ruby
  [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]]
  ```
Example

- Generate a random sequence of 8 lower case letters, without repetition
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)

```ruby
>> x = gets
Hello world
=> "Hello world\n"
```
Example: A Solution

```ruby
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

```ruby
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

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

puts "The sorted array:"]'puts names.sort
```
Refactor: Push

```ruby
names = []
while name = gets
    names.push name.chomp.upcase
end
puts "The sorted array:"
puts names.sort
```
Refactor: Push Operator

```ruby
names = []
while name = gets
    names << name.chomp.upcase
end
puts "The sorted array:"
puts names.sort
```
Refactor: Statement Modifier

```ruby
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
- Arrays
  - Can grow and shrink
Splat "Operator" *

- Split/gather arrays/elements
  - Not really an operator, must be outermost
- Parallel assignment splits/gathers a little
  a, b = [1, 2] #=> a, b == 1, 2
  array = 1, 2, 3 #=> array == [1, 2, 3]
- On RHS, splats generalize split
  a, b, c = 1, *[2, 3] #=> a,b,c == 1,2,3
- On LHS, splat generalizes gather
  *r = 1 #=> [1]
  a, b, *r = 1, 2, 3, 4 #=> r == [3, 4]
  a, b, *r = [1, 2, 3, 4] #=> r == [3,4]
  a, b, *r = 1, 2, 3 #=> r == [3]
Splat in Function Definition/Use

- **Ruby enforces**: number of arguments equals number of parameters
- **In function definitions**, splat gathers up remaining arguments (i.e., var args)
  ```ruby
def greet(msg, *names)
    names.each{|name|
      puts "#{msg} #{name}!"}
  end
  greet "Ciao", "Rafe", "Sarah", "Xi"
- **In function calls**, splat explodes arrays into multiple arguments
  ```ruby
people = ["Rafe", "Sarah", "Xi"]
greet "Hi", *people
```