CMSC 330: Organization of Programming Languages

Array, Hashes, Code Blocks, Equality

Arrays and Hashes

- Ruby data structures are typically constructed from Arrays and Hashes
  - Built-in syntax for both
  - Each has a rich set of standard library methods
  - They are integrated/used by methods of other classes

Array

- Arrays of objects are instances of class Array
  - Arrays may be heterogeneous

    a = [1, "foo", 2.14]
- C-like syntax for accessing elements
  - indexed from 0
  - return nil if no element at given index

```
irb(main):001:0> b = []; b[0] = 0; b[0]
 => 0
irb(main):002:0> b[1]  # no element at this index
 => nil
```

Arrays Grow and Shrink

- Arrays are growable
  - Increase in size automatically as you access elements

```
irb(main):001:0> b = []; b[0] = 0; b[5] = 0; b
 => [0, nil, nil, nil, nil, 0]
```

  - [ ] is the empty array, same as Array.new
- Arrays can also shrink
  - Contents shift left when you delete elements

```
a = [1, 2, 3, 4, 5]
a.delete_at(3)          # delete at position 3; a = [1,2,3,5]
a.delete(2)             # delete element = 2; a = [1,3,5]
```

Iterating Through Arrays

- It's easy to iterate over an array with while
  - length method returns array's current length

```
a = [1,2,3,4,5]
i = 0
while i < a.length
  puts a[i]
  i = i + 1
end
```

- Looping through elements of an array is common
  - We'll see a better way soon, using code blocks

Arrays as Stacks and Queues

- Arrays can model stacks and queues

```
a = [1, 2, 3]
a.push("a")      # a = [1, 2, 3, "a"]
x = a.pop        # x = "a"
a.unshift("b")   # a = ["b", 1, 2, 3]
y = a.shift      # y = "b"
```

Note that `push`, `pop`, `shift`, and `unshift` all permanently modify the array

Hash

- A hash acts like an associative array
  - Elements can be indexed by *any kind* of values
  - Every Ruby object can be used as a hash key, because the Object class has a hash method

- Elements are referred to like array elements

```
italy = Hash.new
italy["population"] = 58103033
italy["continent"] = "europe"
italy[1861] = "independence"
pop = italy["population"] # pop is 58103033
planet = italy["planet"]  # planet is nil
```

Hash methods

- new(o) returns hash whose default value is o
  - h = Hash.new("fish"); h["go"] # returns "fish"
- values returns array of a hash's values
- keys returns an array of a hash's keys
- delete(k) deletes mapping with key k
- has_key?(k) is true if mapping with key k present
  - has_value?(v) is similar

Hash creation

Convenient syntax for creating literal hashes

- Use { key => value, ... } to create hash table

```
credits = {
   "cmsc131" => 4,
   "cmsc330" => 3,
}

x = credits["cmsc330"]   # x now 3
credits["cmsc311"] = 3
```

- Use { } for the empty hash

Quiz 1: What is the output

```
a = {“foo” => “bar”}
a[0] = ”baz”
print a[0]
print a[1]
print a[“foo”]
```

A. Error
B. barbaz
C. bazbar
D. baznilbar

Quiz 1: What is the output

```
a = {"foo" => "bar"}
a[0] = "baz"
print a[0]
print a[1]
print a["foo"]
```

A. Error
B. barbaz
C. bazbar
D. baznilbar

Quiz 2: What is the output

```
a = { "Yellow" => [] }
a["Yellow"] = {}
a["Yellow"]["Red"] = ["Green", "Blue"]
puts a["Yellow"]["Red"][1]
```

A. Green
B. *(nothing)*
C. *Error*
D. Blue

Quiz 2: What is the output

```
a = { "Yellow" => [] }
a["Yellow"] = {}
a["Yellow"]["Red"] = ["Green", "Blue"]
puts a["Yellow"]["Red"][1]
```

A. Green
B. *(nothing)*
C. *Error*
D. Blue

Quiz 3: What is the output

```
a = [1,2,3]
a[1] = 0
a.push(1)
print a[1]
```

A. 2

B. 1

C. 0

D. *(nothing)*

Quiz 3: What is the output

```
a = [1,2,3]
a[1] = 0
a.push(1)
print a[1]
```

A. 2

B. 1

C. 0

D. *(nothing)*