CMSC 330: Organization of Programming Languages

Code Blocks
Code Blocks

- A code block is a piece of code that is invoked by another piece of code
- Code blocks are useful for encapsulating repetitive computations
Array Iteration with Code Blocks

- The **Array** class has an **each** method
  - Takes a code block as an argument

```ruby
a = [1,2,3,4,5]
a.each { |x| puts x }
```

- Code block delimited by `{ }`'s or `do...end`
- Parameter name (optional)
- Body
So, What Are Code Blocks?

A code block is a special kind of method

- \{ |y| x = y + 1; puts x \} is almost the same as
- def m(y) x = y + 1; puts x end

The `each` method invokes the given code block

- This is called higher-order programming
  - In other words, methods take other methods as arguments
Quiz 1: What is the output

```ruby
a = [5,10,15,20]
a.each { |x| x = x*x }  
puts a[1]
```

A. 10
B. 100
C. (Nothing)
D. Error
Quiz 1: What is the output

```ruby
a = [5,10,15,20]
a.each { |x| x = x*x }
puts a[1]
```

A. 10 – the array itself is not modified by `each`
B. 100
C. (Nothing)
D. `Error`
More Code Blocks for Arrays

- Sum up the elements of an array with **each**

  ```ruby
  a = [1,2,3,4,5]
  sum = 0
  a.each { |x| sum = sum + x }
  printf("sum is %d\n", sum)
  ```

- **a.find** returns first element of `a` for which the block returns true

  ```ruby
  [1,2,3,4,5].find { |y| y % 2 == 0 }
  [5,4,3].collect { |x| -x }
  ```

- **a.collect** applies block to each element of `a` and returns new array; **collect!** modifies `a`
Quiz 2: What is the output

\[ \text{a} = [5,10,15,20] \]
\[ \text{a.collect!} \{ |x| x*x \} \]
\[ \text{puts a[1]} \]

A. 10
B. 100
C. (Nothing)
D. Error
Quiz 2: What is the output

```ruby
a = [5,10,15,20]
a.collect! { |x| x*x }
puts a[1]
```

A. 10  
B. 100  
C. (Nothing)  
D. Error
**Code Blocks for Numbers, Strings**

- `n.times` runs code block `n` times
- `n.upto(m)` runs code block for integers `n..m`

```ruby
3.times { puts "hello"; puts "goodbye" }
5.upto(10) { |x| puts(x + 1) }
```

- `s.split(x)` splits the string according to delimiter `x`, invoking the code block on each segment

```ruby
s = "Student,Sally,099112233,A"
s.split(',').each { |x| puts x }
```

(“delimiter” = symbol used to denote boundaries)
Code Blocks for Files

```ruby
File.open("test.txt", "r") do |f|
  f.readlines.each { |line| puts line }
end
```

**alternative syntax**: `do ... end` instead of `{ ... }`

- **open** method takes code block with file argument
  - File automatically closed after block executed
- **readlines** reads all lines from a file and returns an array of the lines read
  - Use `each` to iterate
- Can do something similar on strings directly:
- "r1\nr2\n\nr4".each_line { |rec| puts rec }
  - Apply code block to each newline-separated substring
Standard Library: File

- Lots of convenient methods for IO
  - `File.new("file.txt", "rw")` # open for rw access
  - `f.readline` # reads the next line from a file
  - `f.readlines` # returns an array of all file lines
  - `f.eof` # return true if at end of file
  - `f.close` # close file
  - `f << object` # convert object to string and write to f
  - `$stdin, $stdout, $stderr` # global variables for standard UNIX IO
    - By default stdin reads from keyboard, and stdout and stderr both write to terminal

- `File` inherits some of these methods from `IO`
Code Blocks for Hashes

```ruby
population = {}
population["USA"] = 319
population["Italy"] = 60
population.each { |c,p|
  puts "population of #{c} is #{p} million"
}

Can iterate over keys and values separately

```ruby
population.keys.each { |k|
  print "key: ", k, " value: ", population[k]
}

population.values.each { |v|
  print "value: ", v
}
```
Code Blocks are not Objects

- Code blocks are limited in their use
  - They cannot be stored in variables, or passed to or returned from methods

```ruby
a = [1,2,3]
a.collect! { |z| z+1 }    # ok
y = { |z| z+1 }           # syntax error
a.collect! y             # syntax error
```

- Only code block literals are permitted, and can only be passed as the last “argument”
  - And only one code block, at that (not 2, 3, ...)
- What about calling them from your methods?
Using Yield to Call Code Blocks

- Any method call can include a code block
  - Inside the method, the block is called with `yield`
- After the code block completes
  - Control returns to the caller after the yield instruction

```ruby
def countx(x)
    for i in (1..x)
        puts i
        yield
    end
end
end

countx(4) { puts "foo" }
```

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>foo</td>
</tr>
<tr>
<td>2</td>
<td>foo</td>
</tr>
<tr>
<td>3</td>
<td>foo</td>
</tr>
<tr>
<td>4</td>
<td>foo</td>
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</tbody>
</table>
Yield Can Take an Argument

- It can take any number of arguments
  - Code block \{ |x,y| ... \} invoked via \texttt{yield arg1,arg2}
  - Code block \{ |x,y,z| ... \} would be invoked via \texttt{yield arg1,arg2,arg3}
  - Etc.

```ruby
def do_it_twice
  return "No block" unless block_given?
  yield "hello"
  yield "there"
end

do_it_twice { |x| puts x }
```

hello there
Quiz 3: What is the output

def myFun(x)
    yield x
end
myFun(3) { |v| puts "#{v} #{v*v}" }

A. 3
B. 3 9
C. 9 81
D. 9 nil
Quiz 3: What is the output

def myFun(x)
    yield x
end
myFun(3) { |v| puts "#{v} #{v*v}" }

A. 3
B. 3 9
C. 9 81
D. 9 nil
**Procs: First-class “code blocks”**

- **Proc** can make an object out of a code block
  - `t = Proc.new { |x| x+2 }

- Proc objects can be passed around, stored, and have their code invoked via **call**

```ruby
def say(p)
  p.call 10
end

puts say(t)
```

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Procs are a Little Clumsy

- Stringing them together is a little (syntactically) heavyweight
  - We will see with OCaml a better integration into the language

```ruby
def say(y)
  t = Proc.new { |x| Proc.new { |z| z+x+y } }
  return t
end
s = say(2).call(3)
puts s.call(4)
```

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### Procs vs. code blocks

<table>
<thead>
<tr>
<th>Code block</th>
<th>Proc</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Lightweight syntax</strong></td>
<td><strong>Heavier-weight syntax:</strong> Must make a Proc from code block first</td>
</tr>
<tr>
<td><strong>Common in libraries, programming idioms</strong></td>
<td><strong>Not commonly used in standard libraries</strong></td>
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<td><strong>“Second class” status</strong></td>
<td><strong>“First class” status</strong></td>
</tr>
<tr>
<td>• Can only be last, implicit function argument, as a literal</td>
<td>• Can pass as argument (or more than one), return as result, store in fields, etc.</td>
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<tr>
<td>• Can invoke only from within called method</td>
<td>• Call anywhere, directly</td>
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<td></td>
<td>➢ Can’t make one and call it in the same method</td>
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Exceptions

- Use `begin...rescue...ensure...end`
  - Like `try...catch...finally` in Java

```ruby
begin
  f = File.open("test.txt", "r")
  while !f.eof
    line = f.readline
    puts line
  end
rescue Exception => e
  puts "Exception:" + e.to_s + " (class " + e.class.to_s + ")"
ensure
  f.close if f != nil
end
```
Command Line Arguments

- Stored in predefined global constant `ARGV`

- Example
  - If
    - Invoke `test.rb` as “ruby test.rb a b c”
  - Then
    - `ARGV[0] = “a”`
    - `ARGV[1] = “b”`
    - `ARGV[2] = “c”`