

Wrapping up

- ▶ We'll talk just a bit more about code blocks
- ▶ Then cover exceptions, command line arguments, and some other Ruby details

More Examples of Code Block Usage

- ▶ Sum up the elements of an array

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

- ▶ Print out each segment of the string as divided up by commas (commas are printed trailing each segment)
 - Can use any delimiter

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

("delimiter" = symbol used to denote boundaries)

Yet More Examples of Code Blocks

```
3.times { puts "hello"; puts "goodbye" }
5.upto(10) { |x| puts(x + 1) }
[1,2,3,4,5].find { |y| y % 2 == 0 }
[5,4,3].collect { |x| -x }
```

- `n.times` runs code block `n` times
- `n.upto(m)` runs code block for integers `n..m`
- `a.find` returns first element `x` of array such that the block returns true for `x`
- `a.collect` applies block to each element of array and returns new array (`a.collect!` modifies the original)

Still Another Example of Code Blocks

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

- 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

Using Yield To Call Code Blocks

- ▶ Any method can be called with 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

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

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

```
1
foo
2
foo
3
foo
4
foo
```

So What Are Code Blocks?

- ▶ A code block is just 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 takes a code block as an argument
 - This is called **higher-order programming**
 - In other words, methods take other methods as arguments
 - We'll see a lot more of this in OCaml
- ▶ We'll see other library classes with `each` methods
 - And other methods that take code blocks as arguments
 - As we saw, your methods can use code blocks too!

Exceptions

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

```
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
```

Class of exception
to catch

Local name
for exception

Always happens

Command Line Arguments

- ▶ Stored in predefined array variable `$*`
 - Can refer to as 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”`

Comparisons

- ▶ Sorting requires ability to compare two values
- ▶ Ruby comparison method `<=>`
 - -1 = less
 - 0 = equals
 - +1 = greater
- ▶ Examples
 - `3 <=> 4` returns -1
 - `4 <=> 3` returns +1
 - `3 <=> 3` returns 0

Sorting

- ▶ Two ways to sort an Array
 - Default sort (puts values in ascending order)
 - `[2,5,1,3,4].sort` # returns `[1,2,3,4,5]`
 - Custom sort (based on value returned by code block)
 - `[2,5,1,3,4].sort { |x,y| y <=> x }` # returns `[5,4,3,2,1]`
 - Where `-1` = less, `0` = equals, `+1` = greater
 - Code block return value used for comparisons

Ruby Summary

- ▶ Interpreted
 - ▶ Implicit declarations
 - ▶ Dynamically typed
 - ▶ Built-in regular expressions
 - ▶ Easy string manipulation
 - ▶ Object-oriented
 - Everything (!) is an object
 - ▶ Code blocks
 - Easy higher-order programming!
 - Get ready for a lot more of this...
- Makes it quick to write small programs
- Hallmark of scripting languages

Other Scripting Languages

- ▶ Perl and Python are also popular scripting languages
 - Also are interpreted, use implicit declarations and dynamic typing, have easy string manipulation
 - Both include optional “compilation” for speed of loading/execution
- ▶ Will look fairly familiar to you after Ruby
 - Lots of the same core ideas
 - All three have their proponents and detractors
 - Use whichever language you personally prefer

Example Perl Program

```
#!/usr/bin/perl
foreach (split(/ /, $ARGV[0])) {
    if ($G{$_}) {
        $RE .= "\\\" . $G{$_};
    } else {
        $RE .= $N ? "(?!\\\" " .
join("|\\\", values(%G)) . ') (\w)' : ' (\w)';
        $G{$_} = ++$N;
    }
}
```

Example Python Program

```
#!/usr/bin/python
import re
list = ("deep", "deer", "duck")
x = re.compile("^\S{3,5}.[aeiou]")
for i in list:
    if re.match(x, i):
        print I
    else:
        print
```