

# CSE 341: Section 8

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# Overview

- Homework 5 check-in, early questions
- Enumerable types in Ruby
  - Arrays
  - Hashes
  - Ranges
- Blocks

# Arrays

# Arrays: definition, indexing

```
irb(main):001:0> a = [ 1, 2, 3 ]
```

```
=> [1, 2, 3]
```

```
irb(main):002:0> a[0]
```

```
=> 1
```

# Arrays: reverse indexing

```
irb(main):003:0> a[-1]
```

```
=> 3
```

```
irb(main):004:0> a[-2]
```

```
=> 2
```

# Arrays: “out-of-bounds” indexing

```
irb(main):005:0> a[10]
```

```
=> nil
```

```
irb(main):006:0> a[10] = 5
```

```
=> 5
```

```
irb(main):007:0> a
```

```
=> [1, 2, 3, nil, nil, nil, nil, nil, nil, nil, 5]
```

# Arrays: dynamic assignment

```
irb(main):008:0> a[6] = "Hello"
```

```
=> "Hello"
```

```
irb(main):009:0> a
```

```
=> [1, 2, 3, nil, nil, nil, "Hello", nil, nil, nil, 5]
```

# Arrays: range slicing

```
irb(main):010:0> a[8..2] = ["CSE 341", "is great!"]
```

```
=> ["CSE 341", "is great!"]
```

```
irb(main):011:0> a
```

```
=> [1, 2, 3, nil, nil, nil, "Hello", nil, "CSE 341", "is  
great!", nil, nil, 5]
```



# Arrays: block initialization

```
irb(main):001:0> a = Array.new(10) { 0 }
```

```
=> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0]
```

```
irb(main):002:0> a = Array.new(10) { |i| i ** 2 }
```

```
=> [0, 1, 4, 9, 16, 25, 36, 49, 64, 81]
```

# Arrays: additional uses

Arrays are an incredibly flexible and fundamental unit of idiomatic Ruby programming.


- Arrays can be used as sets: `|`, `&`, `-`, `#uniq`
- Arrays can be used as queues: `#push`, `#pop`
- Arrays can be used as stacks: `#shift`, `#unshift`

Lots more: <https://ruby-doc.org/core-2.2.0/Array.html>

# Arrays: aliasing

Array assignment is *aliasing*, which means you have to be careful about mutable interactions, e.g.:

```
irb(main):001:0> a = [1, 2, 3]      irb(main):004:0> a
irb(main):002:0> b = a           => [1, 2, 4]
irb(main):003:0> a[2] = 4        irb(main):005:0> b
                                => [1, 2, 4]
```



# Arrays: aliasing

Array assignment is *aliasing*, which means you have to be careful about mutable interactions, e.g.:

```
irb(main):001:0> a = [1, 2, 3]
```

```
irb(main):002:0> b = a.clone
```

```
irb(main):003:0> a[2] = 4
```

```
irb(main):004:0> a
```

```
=> [1, 2, 4]
```

```
irb(main):005:0> b
```

```
=> [1, 2, 3]
```



Blocks

# Blocks

- Many methods take in *blocks*
  - Kind of like anonymous functions that can be passed as arguments to functions
- Similar to closures but not quite
  - Have lexical scope (uses environment where block was defined)
  - Cannot be assigned to variables (they are “second-class,” not “first-class”)

# Blocks (example)

```
3.times { puts "hi" }
```

- `times` is a method of the `Fixnum` class that takes a block and executes it the number of times represented by the `Fixnum` (in this case, `3`)
- `{ puts "hi" }` is a block that prints "hi"

Output:

```
hi
```

```
hi
```

```
hi
```

```
=> 3
```

# Blocks (implicit call argument)

```
irb(main):001:0> def my_method (x)
irb(main):001:1>   yield x + 1
irb(main):001:2> end
irb(main):002:0> my_method(1) # <- crash!
irb(main):002:0> my_method(1) { |x| puts x }
2
irb(main):002:0> my_method(1) { puts "Block called!" }
Block called!
```



# Blocks (explicit call argument)

```
irb(main):001:0> def my_method (x, &block)
irb(main):001:1>   block.call(x + 1)
irb(main):001:2> end
irb(main):002:0> my_method(1) # <- crash!
irb(main):002:0> my_method(1) { |x| puts x }
2
irb(main):002:0> my_method(1) { puts "Block called!" }
Block called!
```

# Each

- Similar to for-each loops in Java

```
irb(main):001:0> [1, 2, 5, 12].each {|i| puts (i*i)}  
1  
4  
25  
144  
=> [1, 2, 5, 12]
```

# Map

- Similar to map in SML

```
irb(main):001:0> a = Array.new(10) {|i| i }  
=> [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
```

```
irb(main):002:0> a.map {|x| x * 2}  
=> [0, 2, 4, 6, 8, 10, 12, 14, 16, 18]
```

# Inject

- Similar to `fold` in SML

```
irb(main):001:0> a = Array.new(10) {|i| i }  
=> [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
```

```
irb(main):002:0> a.inject(0) {|acc,elt| acc+elt }  
=> 45
```

# Select

- Similar to `filter` in SML

```
irb(main):001:0> a = Array.new(10) { |i| i }  
=> [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
```

```
irb(main):002:0> a.select { |x| x > 7 }  
=> [8, 9]
```

# Conditionals

```
irb(main):001:0> a = Array.new(10) {|i| i }  
=> [0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
```

```
irb(main):002:0> a.any? {|x| x > 7 }  
=> true
```

```
irb(main):003:0> a.all? {|x| x > 7 }  
=> false
```

```
irb(main):004:0> a.all?      # if no block provided...  
=> true                    # true iff every element is not false or nil
```

# Hashes

# Hashes

Arrays identify their elements by index, whereas Hashes identify their elements by name:

```
irb(main):001:0> h = { foo: "bar", baz: "quux" }
```

```
=> {:foo=>"bar", :baz=>"quux" }
```



# Hashes: # [ ], # [ ] =

```
irb(main):001:0> h = {}
```

```
irb(main):002:0> h["foo"] = "bar"
```

```
irb(main):003:0> h["foo"]
```

```
=> "bar"
```

```
irb(main):004:0> h
```

```
=> {"foo"=>"bar"}
```

# Hashes: #delete

- Delete keys with #delete

```
irb(main):001:0> h = { foo: "bar", baz: "quux" }
```

```
irb(main):002:0> h.delete(:foo)
```

```
irb(main):003:0> h.delete(:foo)
```

```
=> { :baz=>"quux" }
```

# Hashes: #each

- Iterate keys with #each

```
irb(main):001:0> h = { foo: "bar", baz: "quux" }
```

```
irb(main):002:0> h.each { |k, v| puts "#{k} => #{v}" }
```

```
foo => bar
```

```
baz => quux
```