



CSE341: Programming Languages Lecture 19 Introduction to Ruby and OOP

Dan Grossman Spring 2016

Ruby logistics

- Next two sections use the Ruby language
 - http://www.ruby-lang.org/
 - Installation / basic usage instructions on course website
 - · Version 2.X.Y required, but differences not so relevant
- · Excellent documentation available, much of it free
 - So may not cover every language detail in course materials
 - http://ruby-doc.org/
 - http://www.ruby-lang.org/en/documentation/
 - Particularly recommend "Programming Ruby 1.9 & 2.0, The Pragmatic Programmers' Guide"
 - Not free

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Ruby: Our focus

- · Pure object-oriented: all values are objects (even numbers)
- Class-based: Every object has a class that determines behavior

 Like Java, unlike Javascript
 - Mixins (neither Java interfaces nor C++ multiple inheritance)
- Dynamically typed
- · Convenient reflection: Run-time inspection of objects
- Very dynamic: Can change classes during execution
- · Blocks and libraries encourage lots of closure idioms
- · Syntax, scoping rules, semantics of a "scripting language"
 - Variables "spring to life" on use
 - Very flexible arrays

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Ruby: Not our focus

- · Lots of support for string manipulation and regular expressions
- Popular for server-side web applications
 Ruby on Rails
- Often many ways to do the same thing
 More of a "why not add that too?" approach

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Where Ruby fits

	dynamically typed	statically typed
functional	Racket	SML
object-oriented (OOP)	Ruby	Java

Note: Racket also has classes and objects when you want them

- In Ruby everything uses them (at least implicitly)

Historical note: *Smalltalk* also a dynamically typed, class-based, pure OOP language with blocks and convenient reflection

- Smaller just-as-powerful language
- Ruby less simple, more "modern and useful"

Dynamically typed OOP helps identify OOP's essence by not having to discuss types

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A note on the homework

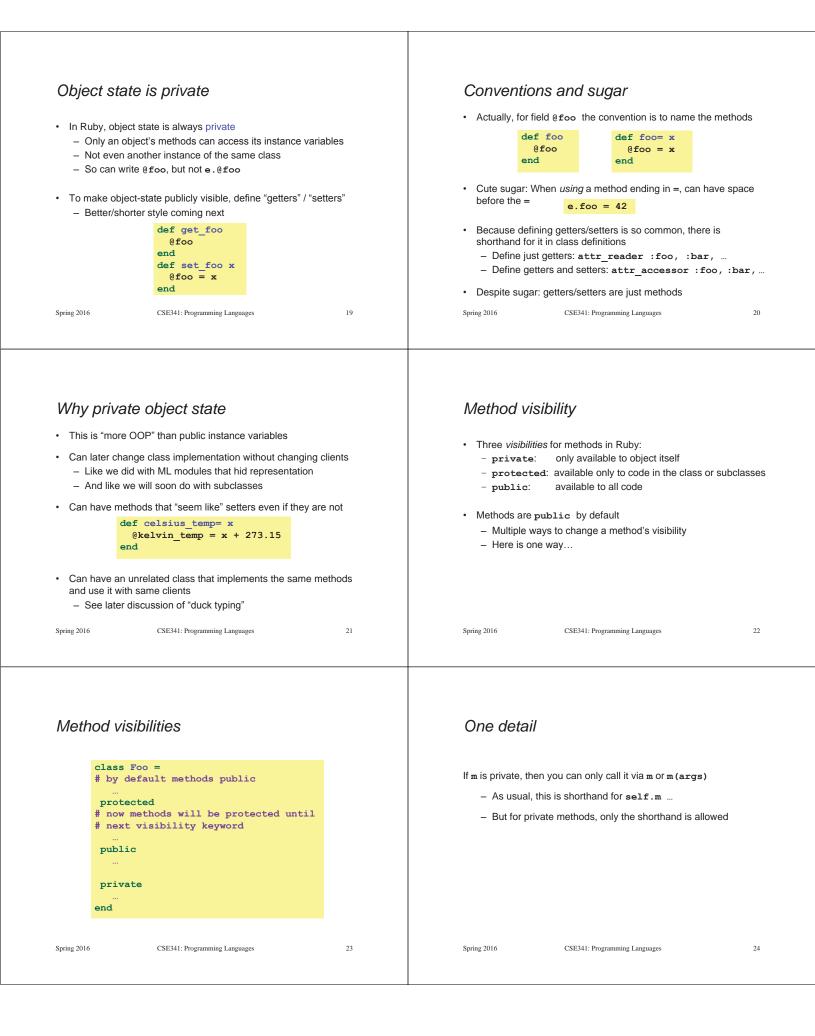
Next homework is about understanding and extending an *existing* program in an *unfamiliar* language

- Good practice
- Quite different feel than previous homeworks
- Read code: determine what you do and do not (!) need to understand

Homework requires the Tk graphics library to be installed such that the provided Ruby code can use it

Getting started The rules of class-based OOP In Ruby: • See lec19_silly.rb file for our getting-started program 1. All values are references to objects • Can run file foo.rb at the command-line with ruby foo.rb 2. Objects communicate via method calls, also known as messages • Or can use irb, which is a REPL 3. Each object has its own (private) state - Run file foo.rb with load "foo.rb" 4. Every object is an instance of a class 5. An object's class determines the object's behavior - How it handles method calls Class contains method definitions Java/C#/etc. similar but do not follow (1) (e.g., numbers, null) and allow objects to have non-private state CSE341: Programming Languages Spring 2016 Spring 2016 7 CSE341: Programming Languages 8 Defining classes and methods Creating and using an object class Name ClassName.new creates a new object whose class is def method name1 method args1 ClassName expression1 end • e.m evaluates e to an object and then calls its m method def method name2 method args2 expression2 - Also known as "sends the m message" end - Can also write e.m() end Methods can take arguments, called like e.m(e1,...,en) · Define a new class called with methods as defined - Parentheses optional in some places, but recommended Method returns its last expression Ruby also has explicit return statement Syntax note: Line breaks often required (else need more syntax), but indentation always only style Spring 2016 CSE341: Programming Languages Spring 2016 CSE341: Programming Languages 10 Variables Self · Methods can use local variables self is a special keyword/variable in Ruby - Syntax: starts with letter - (Same as this in Java/C#/C++) - Scope is method body · Refers to "the current object" · No declaring them, just assign to them anywhere in method - The object whose method is executing body (!) • Variables are mutable, x=e • So call another method on "same object" with self.m(...) - Syntactic sugar: can just write m (...) · Variables also allowed at "top-level" or in REPL · Also can pass/return/store "the whole object" with just self Contents of variables are always references to objects because • all values are objects Spring 2016 CSE341: Programming Languages 11 Spring 2016 CSE341: Programming Languages 12

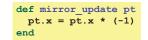
Objects have state	Aliasing
 An object's state persists Can grow and change from time object is created 	 Creating an object returns a reference to a new object Different state from every other object
 State only directly accessible from object's methods Can read, write, extend the state Effects persist for next method call 	 Variable assignment (e.g., x=y) creates an alias Aliasing means same object means same state
 State consists of <i>instance variables</i> (also known as fields) Syntax: starts with an @, e.g., @foo "Spring into being" with assignment So mis-spellings silently add new state (!) Using one not in state not an error; produces nil object 	
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Initialization	Class variables
 A method named initialize is special Is called on a new object before new returns Arguments to new are passed on to initialize Excellent for creating object invariants (Like constructors in Java/C#/etc.) Usually good <i>style</i> to create instance variables in initialize Just a convention Unlike OOP languages that make "what fields an object has" a (fixed) part of the class definition In Ruby, different instances of same class can have different instance variables 	 There is also state shared by the entire class Shared by (and only accessible to) all instances of the class (Like Java static fields) Called <i>class variables</i> Syntax: starts with an @@, e.g., @@foo Less common, but sometimes useful And helps explain via contrast that each object has its own instance variables
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Class constants and methods	Who can access what
 Class constants Syntax: start with capital letter, e.g., Foo Should not be mutated 	 We know "hiding things" is essential for modularity and abstraction
 Visible outside class c as c:: Foo (unlike class variables) Class methods (cf. Java/C# static methods) Syntax (in some class c): 	 OOP languages generally have various ways to hide (or not) instance variables, methods, classes, etc. – Ruby is no exception
<pre>_ Syntax (In some class C). def self.method_name (args) end</pre>	Some basic Ruby rules here as an example
 Use (of class method in class c): C.method_name (args) Part of the class, not a particular instance of it 	
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 Now (see the code) Put together much of what we have learned to define and use a small class for rational numbers Called MyRational because Ruby 1.9 has great built-in support for fractions using a class Rational Will also use several new and useful expression forms 	 Pure OOP Ruby is fully committed to OOP: Every value is a reference to an object Simpler, smaller semantics Can call methods on anything
 Ruby is too big to show everything; see the documentation Way our class works: Keeps fractions in reduced form with a positive denominator Like an ML-module example earlier in course 	 May just get a dynamic "undefined method" error Almost everything is a method call Example: 3 + 4
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 Some examples Numbers have methods like +, abs, nonzero?, etc. nil is an object used as a "nothing" object Like null in Java/C#/C++ except it is an object Every object has a nil? method, where nil returns true for it Note: nil and false are "false", everything else is "true" Strings also have a + method String concatenation Example: "hello" + 3.to_s 	 All code is methods All methods you define are part of a class Top-level methods (in file or REPL) just added to Object class Subclassing discussion coming later, but: Since all classes you define are subclasses of Object, all inherit the top-level methods So you can call these methods anywhere in the program Unless a class overrides (roughly-not-exactly, shadows) it by defining a method with the same name
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 <i>Reflection and exploratory programming</i> All objects also have methods like: methods class Can use at run-time to query "what an object can do" and respond accordingly Called <i>reflection</i> Also useful in the REPL to explore what methods are available May be quicker than consulting full documentation Another example of "just objects and method calls" 	 Changing classes Ruby programs (or the REPL) can add/change/replace methods while a program is running Breaks abstractions and makes programs very difficult to analyze, but it does have plausible uses Simple example: Add a useful helper method to a class you did not define Controversial in large programs, but may be useful For us: Helps re-enforce "the rules of OOP" Every object has a class A class determines its instances' behavior
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Examples	The moral
Add a double method to our MyRational class	Dynamic features cause interesting semantic questions
 Add a double method to the built-in FixNum class Defining top-level methods adds to the built-in Object class Or replaces methods Replace the + method in the built-in FixNum class Oops: watch irb crash 	 Example: First create an instance of class C, e.g., x = C.new Now replace method method m in C Now call x.m Old method or new method? In Ruby, new method The point is Java/C#/C++ do not have to ask the question May allow more optimized method-call implementations as a result
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Duck Typing	Duck Typing Example
"If it walks like a duck and quacks like a duck, it's a duck" — Or don't worry that it may not be a duck	<pre>def mirror_update pt pt.x = pt.x * (-1) end</pre>
 When writing a method you might think, "I need a Foo argument" but really you need an object with enough methods similar to Foo's methods that your method works Embracing duck typing is always making method calls rather than assuming/testing the class of arguments Plus: More code reuse; very OOP approach What messages an object receive is "all that matters" Minus: Almost nothing is equivalent x+x versus x*2 versus 2*x 	 Natural thought: "Takes a Point object (definition not shown here), negates the x value" Makes sense, though a Point instance method more OOP Closer: "Takes anything with getter and setter methods for @x instance variable and multiplies the x field by -1" Closer: "Takes anything with methods x= and x and calls x= with the result of multiplying result of x and -1" Duck typing: "Takes anything with method x= and x where result of x has a * method that can take -1. Sends result of calling x
 Callers may assume a lot about how callees are implemented Spring 2016 CSE341: Programming Languages 33 	the * message with -1 and sends that result to x="Spring 2016CSE341: Programming Languages34

With our example



- Plus: Maybe mirror_update is useful for classes we did not anticipate
- Minus: If someone does use (abuse?) duck typing here, then we cannot change the implementation of mirror_update
 - For example, to $\mathtt{pt.x}$
- Better (?) example: Can pass this method a number, a string, or a MyRational



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