

RUBY

INTENTION

Ruby is a dynamic, open-ended, multi-paradigm, high-level, general-purpose, interpreted, multiplatform, object-oriented, scripting language.

SYNTAX

Ruby is a scripting language. It is designed to be easy to learn and use. It has a simple, clean, and expressive syntax.

```

    # Ruby code example
    puts "Hello, World!"
  
```

PERFORMANCE

Ruby is a high-level, interpreted language. It is designed to be easy to learn and use. It has a simple, clean, and expressive syntax.

```

    # Ruby code example
    puts "Hello, World!"
  
```

PERFORMANCE DATA

Ruby is a high-level, interpreted language. It is designed to be easy to learn and use. It has a simple, clean, and expressive syntax.

```

    # Ruby code example
    puts "Hello, World!"
  
```

Exceptions-raise

```

    raise "Error!"
  
```

Exceptions-rescue

```

    begin
      # Code
    rescue # Error Exception
      # Try to handle the error
    end
  
```

Output

```

    # Ruby code example
    puts "Hello, World!"
  
```



```
27.     private static void bubbleSort(int[] unsortedArray, int length) {
28.         int temp, counter, index;
29.
30.         for(counter=0; counter<length-1; counter++) {
31.             for(index=0; index<length-1-counter; index++) {
32.                 if(unsortedArray[index] > unsortedArray[index+1]) {
33.                     temp = unsortedArray[index];
34.                     unsortedArray[index] = unsortedArray[index+1];
35.                     unsortedArray[index+1] = temp;
```

Bubblesort Implementierung in Java



RUBY

Nathalie Kröll

Raffael Majewski

INTENTION

GRUNDLAGEN

VERGLEICH

PROS & CONS

INTENTION

...der Beginn

Japan (1995)



Yukihiro Matsumoto

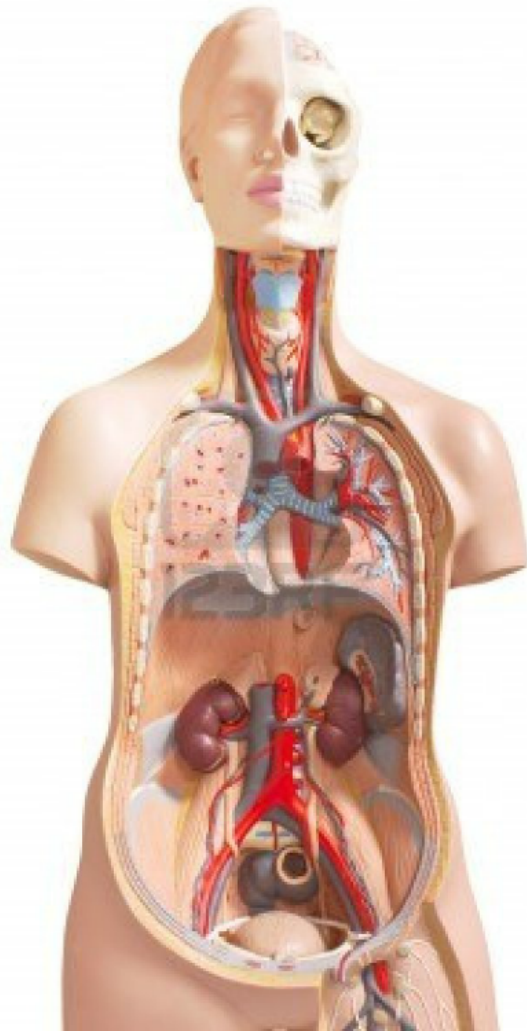
multifunktional

dynamisch

Natürlich

aber nicht

einfach



Human anatomy dummy (us.123rf.com)

"Ruby wirkt simpel, aber ist innen sehr komplex, genau wie der menschliche Körper."

-Yukihiro Matsumoto

```
if you.are_thirsty?
```

```
  you.drink!
```

```
else
```

```
  you.drink! Nothing
```

```
end
```

PSEUDOCODE in RUBY

puts greeting unless greeting.nil?

- Einfache Syntax
- () [] ; optional

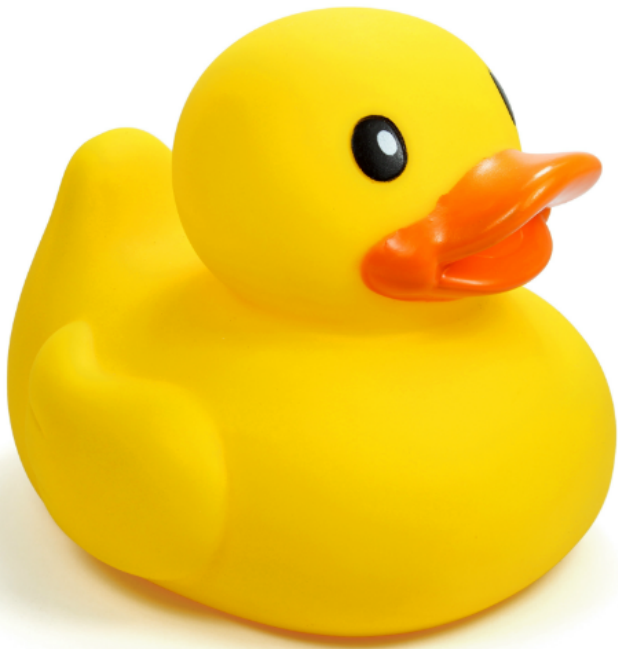
CODE in RUBY

GRUNDLAGEN

>ruby foo.rb

wird interpretiert

"Was quakt wie eine Ente, ist eine Ente."



Duck Typing

- Werte haben einen Typ
- Variablen nicht
- Erhöhung der Flexibilität
- Fehler tauchen erst zur Laufzeit auf

Dynamic Typing

JAVA

```
int a = 5;  
boolean b = true;  
double c = 5.43;
```

RUBY

```
a = 5  
b = true  
c = 5.43
```

Ducktyping

- DEMO

```
if bottle.is_empty?  
  take_another bottle  
else  
  bottle.drink!  
end
```

if Anweisung

```
case
```

```
  when password.length < 6 then "PW too short"
```

```
  when password.length < 10 then "OK"
```

```
  else "PW too long"
```

```
end
```

Fallunterscheidung

```
while .....  
until .....  
end
```

Schleifen

Arrays

```
family = ["dad", "mum", "kid"]
```

Sets

```
family.new([:dad, :mum, :kid])
```

Hashes

```
foo = {:winter=> "cold"}
```

Collections


```
def greeting(name)  
  "Hello #{name}"  
end
```

Methoden

```
def method_name()  
    #Code  
end
```

Methoden

```
raise "Error!"
```

oder

```
raise ExceptionType, "Error appeared!"
```

Exceptions-raise

```
begin
  #Code
rescue # fängt Exceptions
retry #erneuter Start bei "begin"
end
```

Exceptions-rescue

```
module Printable
  def method_a
    puts "this is a printable module"
  end
end
```

```
class Publication
  include Printable
  attr_accessor :publisher
end
```

```
class Magazine < Publication
  attr_accessor :editor
end
```

```
module Printable
  def method_a
    puts "this is a printable module"
  end
end
```

```
class Publication
  include Printable
```

```
puts "this is a printable module"
```

```
end
```

```
end
```

```
class Publication
```

```
  include Printable
```

```
  attr_accessor :publisher
```

```
end
```

```
class Magazine < Publication
```

```
  attr_accessor :editor
```

```
include Printable
  attr_accessor :publisher
end
```

```
class Magazine < Publication
  attr_accessor :editor
end
```



```
mag = Magazin.new  
mag.class  
>> Magazine
```

```
mag.is_a?(Publication)  
>> true
```

```
mag.method_a  
>> this is a printable module
```

Output

```
mag.publisher = "Raffael"  
mag.editor    = "Nathalie"  
puts "Mag is published by #{mag.publisher} and  
edited by #{mag.editor}."
```

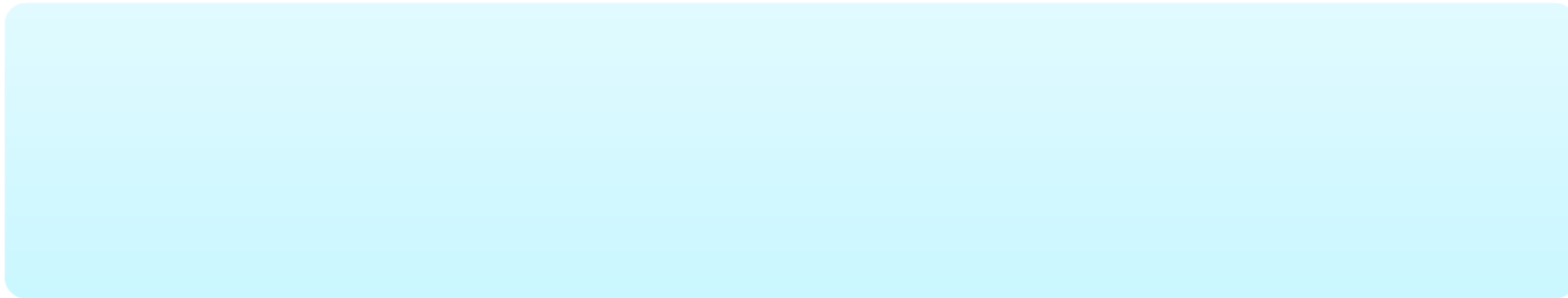
>>Mag is published by Raffael and edited by
Nathalie.

VERGLEICH

JAVA

```
Class Example {  
    public static void main (String[] args) {}  
}
```

RUBY



das leere Programm

RUBY

```
>ruby foo.rb
```

interpretiert

JAVA

```
>javac foo.java  
>java foo
```

kompiliert

Ruby

interpretiert

Fehler während

Runtime behandelt

flexibel

Performance

JAVA

kompiliert

Fehler während

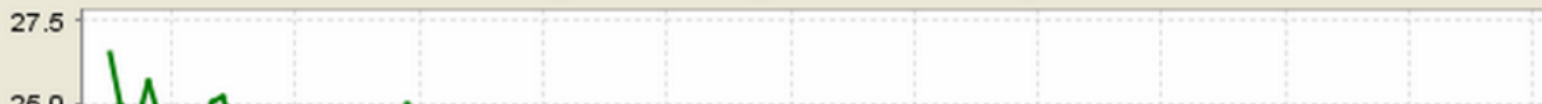
Kompilierung behandelt

Performance

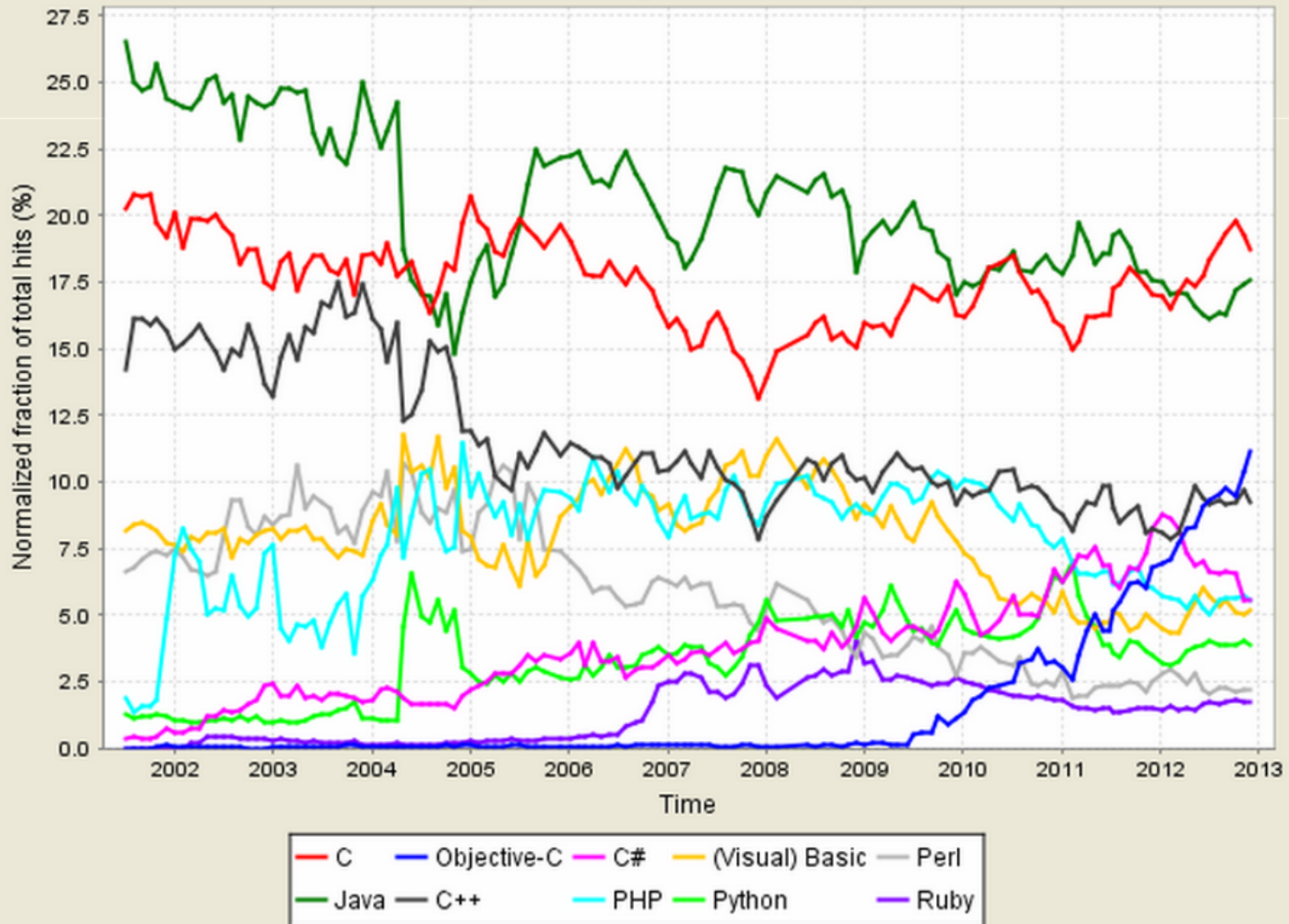
Position Dec 2012	Position Dec 2011	Delta in Position	Programming Language	Ratings Dec 2012	Delta Dec 2011
1	2	↑	C	18.696%	+1.64%
2	1	↓	Java	17.567%	+0.01%
3	5	↑↑	Objective-C	11.116%	+4.31%
4	3	↓	C++	9.203%	+0.95%
5	4	↓	C#	5.547%	-2.66%
6	6	=	PHP	5.541%	-0.46%
7	7	=	(Visual) Basic	5.174%	+0.42%
8	8	=	Python	3.848%	+0.36%
9	9	=	Perl	2.174%	-0.30%
10	11	↑	Ruby	1.728%	+0.23%

3	5	🟢🟢	Objective-C	11.116%	+4.51%
4	3	🔴↓	C++	9.203%	+0.95%
5	4	🔴↓	C#	5.547%	-2.66%
6	6	🟡=	PHP	5.541%	-0.46%
7	7	🟡=	(Visual) Basic	5.174%	+0.42%
8	8	🟡=	Python	3.848%	+0.36%
9	9	🟡=	Perl	2.174%	-0.30%
10	11	🟢↑	Ruby	1.728%	+0.23%

TIOBE Programming Community Index



TIOBE Programming Community Index



RUBY

```
def len (list)
  x=0
  list.each do |element|
    x+=1
  end
end
```

JAVA

```
public static int len (List list)
{
  int x = 0;
  Iterator listIterator = list.iterator();

  while(listIterator.hasNext()){
    x+=1;}
}
```

PERFORMANCE - DEMO

PROS & CONS

weniger Code

dynamisch

natürlich

flexibel

PROS

multifunktional

einfach zu lesen

langsamer

wenige
Entwickler

Cons

Einstiegssprache?

komplex