CSc 372

Comparative Programming Languages

32 : Ruby — Types

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Compile-time type-checking

- Some call it static checking, type safety, strict type-checking, strong typing,...
- It does have some advantages:
 - ① You catch certain errors at compile time which you now can be sure won't occur at run-time: arithmetic between the wrong types, wrong number of arguments to functions, etc.
 - Simple errors that appear during code refactoring are easily caught and fixed.
 - 3 The more the compiler knows about your code, the better optimized code it can produce.
 - Types serve as comments to the programmer, reminding him/her of what types of arguments a method was designed to take.

Compile-time type-checking...

• But:

- Even Java has many errors which cannot be caught until run-time, such as ClassCastException and ArrayBoundsException.
- ② Sometimes you need more flexibility, and it can be hard to work around a strict typechecker.

Run-time type-checking

- On the one hand, on the other hand:
 - ① Less static type-checking may make programs faster to write, but it may also make them harder to maintain.
 - A program is written once, but read and re-written many times
 — types can help someone unfamliar with the code to understand it quicker.

Ruby Typing

- The type of an object is defined by what it can do.
- If an object walks like a duck, and talks like a duck, let's treat it like it's a duck!
- We call this *Duck Typing*.

Ruby Typing

• Here's a simple class that logs data by appending it to a file:

```
class Logger
   def initialize()
      @f = File.open("logfile", "w")
   end
   def log(message)
      @f << message</pre>
   end
end
l = Logger.new
1.log("Ducks ahoy!\n")
```

Ruby Typing...

- Or a string, which also knows the << message.
- Notice that the only change we had to make was to the statement that creates the f-object.

```
class Logger
  def initialize()
     @f = ""
  end

def log(message)
     @f << message
  end
end</pre>
```

Ruby Typing...

Or an array, which also responds to the << message:

```
class Logger
   def initialize()
      @f = []
   end
   def log(message)
      @f << message</pre>
   end
end
l = Logger.new
1.log("Ducks ahoy!\n")
```

Ruby Type "Checking"

• If you absolutely want to check types, you should really check whether an object responds to a particular message or not:

```
class Logger
  def initialize()
     @f = {}
  end
  def log(message)
     unless @f.respond_to?(:<<)
        fail TypeError.new("log needs <<")
     end
     @f << message
  end
end</pre>
```

Ruby Type "Checking"....

• Of course, all we're checking here is that there's a method by the name of <<, we know nothing about what arguments it takes, what it does to those arguments, etc, so this is pretty weak checking.

Ducks vs. Dragons

```
class Duck
  def quack() puts "Quack!" end
  def walk() puts "Do the duck walk!" end
end
def playInMyPond!(someSortOfDuck)
   someSortOfDuck.quack()
   someSortOfDuck.walk()
end
donald = Duck.new()
playInMyPond!(donald)
```

Ducks vs. Dragons

```
class Dragon
  def quack() puts "Impersonate a Duck!" end
  def walk() puts "Breath fire!" end
end
def playInMyPond!(someSortOfDuck)
   someSortOfDuck.quack()
   someSortOfDuck.walk()
end
dragon = Dragon.new()
playInMyPond!(dragon)
```

Cowboys vs. Squares — Ruby

```
class Cowboy
   def move() end
   def draw() end
end
class Square
   def move() end
   def draw() end
end
johnWayne = Cowboy.new()
smallSquare = Square.new()
johnWayne = smallSquare
```

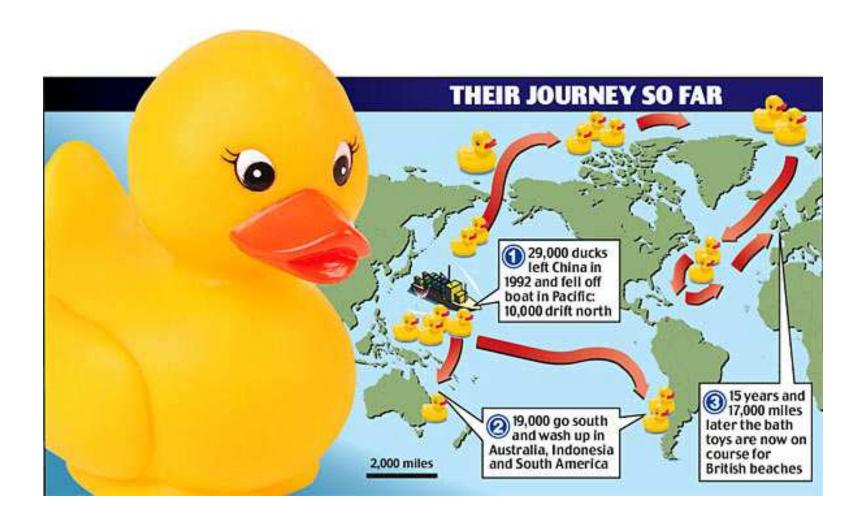
Cowboys vs. Squares — Java

```
class Cowboy {
   void move() {}
   void draw() {}
class Square {
   void move() {}
   void draw() {}
}
class Java {
   public static void main(String[] args) {
      Cowboy johnWayne = new Cowboy();
      Square smallSquare = new Square();
      johnWayne = smallSquare;
```

Readings

• Read Chapter 23, page 365–377, in *Programming Ruby* — *The Pragmatic Programmers Guide*, by Dave Thomas.

Well-Travelled Ducks



From http://www.dailymail.co.uk/pages/live/articles/news/news.html?in_article_id=464768