

# **Cheat Sheet**



#### General Syntax Rules

- ~Comments start with a pound or sharp (#) character and go to the end of a line (EOL).
- ~For multi-line comments use "=begin" and "=end" and anything included between them will be skipped by the interpreter.
- ~Every expression is finished (delimited) by a semicolon followed by a new line.
- ~Including a backslash (\) at the end of a line will not terminate the expression.

Types NUMBERS 123 1 234 123 45 1 2e-3 0xffff (hex) 0b01011 (binary) 0377 (octal) ?a = ASCII character ?\C-a = Control-a ?\M-a = Meta-a

?\M-\C-a = Meta-Control-a

STRINGS no interpolation # (interpolation) and backslashes \n %q (no interpolation) %Q (interpolation and backslashes) % (interpolation and backslashes) echo command interpretation with interpolation and backslashes %x (echo command interpretation with interpolation and backslashes)

Basic types include numbers, strings, ranges, symbols, arrays, and hashes. In Ruby, files are also included because they are used often.

## Reserved Words

alias, and, BEGIN, begin, break, case, class, def, defined do, else, elseif, END, end, ensure, false, for, if, in, module, next, nil, not, or, redo, rescue, retry, return, self, super, then, true, undef, unless, until, when, while, yield

#### **Global Constants**

TRUE = true value. FALSE = false value. NIL = nil value STDIN = Standard input and default value for \$stdin STDOUT = Standard output and default value for \$stdout STDERR = Standard error output and default value for \$stderr ENV = Hash which contains current environment variables ENV = Hash which contains current environment variables ARGF = The alias to \$<. ARGW Metal-0 across all files. ARGV = Array of all arguments given on run DATA = The file object of the script RUBY\_VERSION = Ruby version string RUBY\_Engine = Ruby implementation you're running RUBY\_ELASE\_DATE = Release date string for cur version RUBY\_PLATFORM = Platform identifier

## **Arrays**

[1, 2, 3]

%w(add val now #{1+1}) == ["add", "val", "now", "\#[1+1]"] %W(add val now #{1=1}) == ["add", "val", "now", "2"]

Keep in mind, indexes may be negative but they index backwards if so.

# Reg Expression

Any character except newline [set] Any single character of a set ['set] Any single character not part of a set

0 or more previous regular expressions

\*? 0 or more previous regular expressions (nongreedy)
+ 1 or more previous regular expressions

+? 1 or more previous regular expressions (nongreedy) ? 0 or 1 previous regular expression

Alternation

) Grouping of regular expressions Beginning of a line or string

\$ End of a line or string

#{m,n} At least M
but most n previous regular expressions

#{m,n}? At least M

but most n previous regular expressions (nongreedy)

VA Beginning of a string
Vb Backspace (0x08, inside [] only)
Vb Non-word Boundary

\b Word boundary (outside [] only) Digit, same as [0-9]

\D Non-digit

\S Non-whitespace character
\s Whitespace character [ \t \n \r \f] \W Non-word character

Word character [0-9, A-Za-z\_]

\z End of a string

\Z End of a string, or before newline at the end (?#) Comment

(?:) Grouping without back references (?=) Zero-width positive look-ahead assertion (?ix-ix) Turns on/off i/x options,

localized in the group if any (?ix-ix:) Turns on/off i/x options.

localized in non-capturing group

# Mode Strings

"r" R/O, start of file (default) "r+" R/W, start of file "w" W/O, truncates or creates

"w+" R/W, truncates or creates "a" W/O, end of file or creates

"a+" R/W, end of file or creates

"b" Binary file mode (DOS/Windows only).

# **Files**

File.join (p1, p2, ... pN) => "p1/p2/.../pN Platform independent paths File.new (path, mode\_string = "r") => file File.new (path, mode\_num [, perm\_num]) => file File.open (filename, mode\_string = "r") {|file| block} => nil File.open (filenmae [, mode\_num [, perm\_num ]]) {|file| block} => nil

IO.foreach (path, sepstring = \$/) {|line| block}
IO.readlines (path) => array

# **Variables**

\$global\_variable @@class\_variable @instance variable CONSTANT ::TOP\_LEVEL\_CONSTANT OtherClass::CONSTANT local variable

#### Special Character Classes

[:alnum:] = Alpha-numeric characters [:alpha:] = Alphabetic characters [:blank:] = Whitespace [:cntri:] = Control characters [:digit:] = Decimal digits (digit.) = Decimal digits (graph.) = Graph characters (Jower) = Lower-case characters (print.) = Printable characters (print.) = Printable characters (gapace.) = Whitespace including tabs, carriage returns, and more (upper) = Upper-case characters (vdigit.) = Hexacterial digits of the characters (vdigit.) = Hexacterial digits |

## **Pre-Defined Variables**

DEBUG The boolean status of the -d switch FILENAME The current input file from ARGF LOAD\_PATH Load path for scripts and binary modules stderr Current standard error output stdin Current standard input stdout Current standard output VERBOSE Verbose flag, as set by the -v switch \$I Exception object passed to #raise

\$@ Stack backtrace generated by last exception raised

String matched by last successful match
 String to the left of last successful match
 String to the right of last successful match
 Highest group matched by last successful match

\$1 The Nth group of last successful match \$~ MatchData instance of last match

\$= Flag for case insensitive (defaults to NIL)
\$/ Input record separator
\$\ Output record separator

Soutput field separator for print and array
Default separator for string
Current line number for last file from input
Default output for print, and print
Default output for print, and print
Default output for print, and print
Default output for print and print and

\$\$ Process number of Ruby running the script

\$? Status of last executed child pro

# Pseudo Variables

self Receiver of current method nil Sole instance of Class NilClass true Sole instance of Class TrueClass false Sole instance of Class FalseClass \_FILE\_\_ Current source file name
\_LINE\_\_ Current line number in source file

# Ranges

1..10 1...10 "a".."z" "a"..."z" (1..10) === 5 #True (1..10) === 10 #False (1...10) === 10 #False (1..10) === 15 #False