Introducing OO Concepts with Ruby

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How can we as educators and trainers communicate essential Object-Oriented concepts without getting caught up in syntax and implementation issues? Simple. Use Ruby with its simple syntax, partially inspired by Eiffel and Ada, as an interactive Object-Oriented scripting language. It gives the immediacy of interpreted BASIC with the power of a modern Object-Oriented language.

This tutorial shows how to use Ruby to demonstrate key object concepts; the distinctions between a class and an object, methods and variables, messages and methods, instance methods and class methods, instance variables and class variables. Inheritance is particularly easy to understand when new methods are added to superclasses after objects have already been created.

Pete McBreen is a course designer, teacher, and project lead in object technology. He is responsible for ensuring that project teams make effective use of Object technology on projects including project startup, methodology and tool selection, mentoring, process improvement, system design and quality assurance. With over 15 years of industry experience, he has been successfully using and teaching Object-Oriented techniques since 1989.