

# COMPARISON IN RUBY

# TODAY:

- equal?
- eql?
- ==
- ===

# EQUAL?

- Defined on `#Object` class
- Compares if variables point to the same object
- Can be overwritten
- BUT you should never overwrite it

# EQL?

- Same as EQUAL?
- However overwritten in child classes (e.g. Numeric and String)
- Compares the values AND the classes

==

- Same as EQL?
- But only compares values

# STRING

```
string = "some string"
```

```
same_string = string
```

```
copy_string = "some string"
```

	same_string	copy_string
<code>string.equal?</code>	TRUE	FALSE
<code>string.eql?</code>	TRUE	TRUE
<code>string ==</code>	TRUE	TRUE

# INTEGER

```
int = 7
```

```
same_int = int
```

```
copy_float = 7.0
```

```
new_int = 7
```

	same_int	copy_float	new_int
<code>int.equal?</code>	TRUE	FALSE	TRUE
<code>int.eql?</code>	TRUE	FALSE	TRUE
<code>int ==</code>	TRUE	TRUE	TRUE

# OBJECT

```
class TestClass
  def initialize(content)
    @content = content
  end
end

class SubTestClass < TestClass
  def initialize(content)
    super(content)
  end
end

test_obj =
TestClass.new("something")

same_obj = test_obj

new_obj =
TestClass.new("something")

sub_obj =
SubTestClass.new("something")
```

	same_obj	new_obj	sub_obj
test_obj.equal?	TRUE	FALSE	FALSE
test_obj.eql?	TRUE	FALSE	FALSE
test_obj ==	TRUE	FALSE	FALSE



# SYMBOLS

```
a = :foo  
b = :foo
```

```
a.object_id #=> 307548  
b.object_id #=> 307548
```

===

- Same as ==
- Mostly used in CASE statements
- Can be used with RegEx and ranges
- Checks values / class

== == ==

```
# example
```

```
case a
```

```
  when /foo/ then ...
```

```
  when 'bar' then ...
```

```
  when String then ...
```

```
  when nil then ...
```

```
  else .....
```

```
end
```

```
String === 'a'
```

```
Fixnum === 42
```

```
FalseClass === false
```

```
Array === [42]
```

```
Hash === {foo: 42}
```

```
/ru.*brigade/ === 'rubybrigade'
```

```
# all true
```

```
a = Object.new
```

```
a === a # true
```

```
a === Object.new # false
```

```
"foo" === "foo" # true
```

```
"foo".object_id ==
```

```
"foo".object_id # false
```

```
1 === 1.0 # true
```

```
1.class == 1.0.class # false
```

```
Fixnum === 1 # true
```

```
(1..10) === 5 # true
```

```
/o/ === 'foo' # true
```

QUESTIONS?