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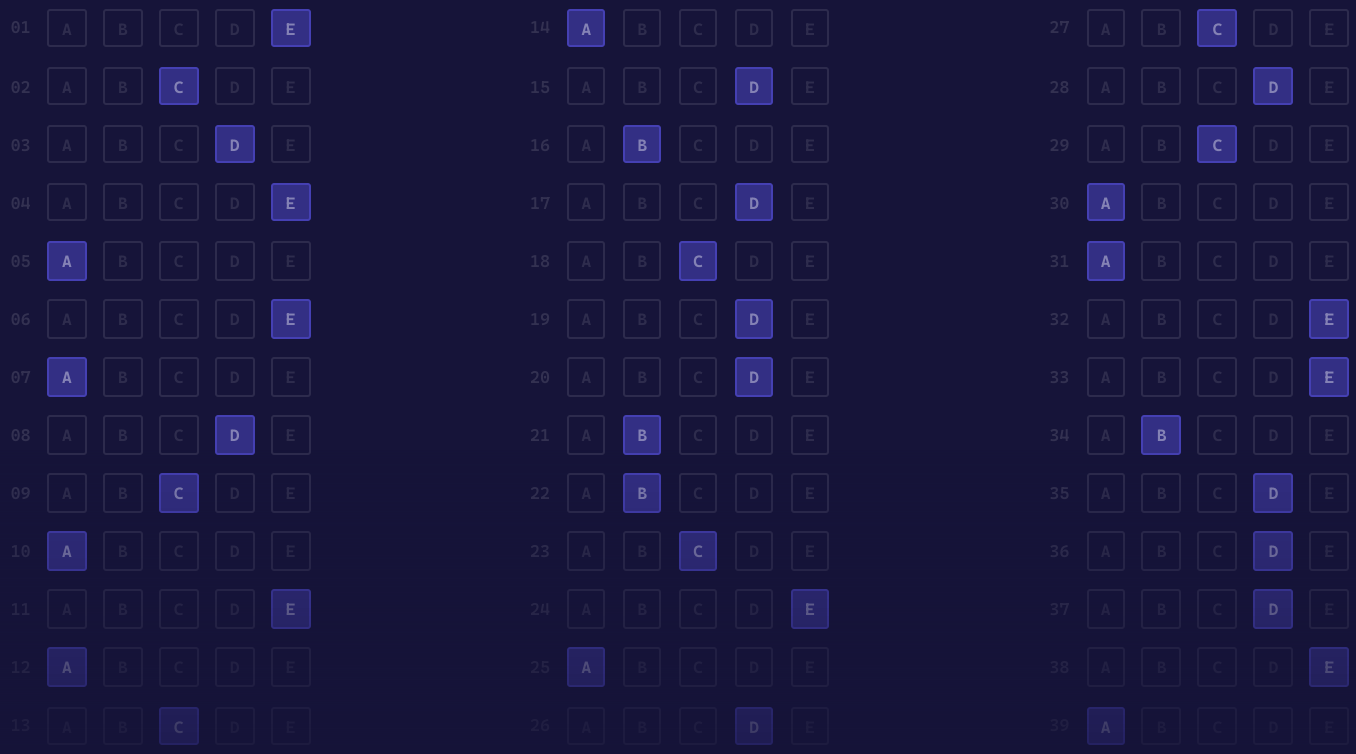

PRACTICE QUESTIONS

Ruby Association

RY0-201

Ruby Association Certified Ruby Programmer Gold Version 3

EDITION	QUESTIONS	FORMAT
Demo	9	Limited Edition PDF

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Before you begin

What this is

9 practice questions for Ruby Association `RY0-201`, each with its answer key and an explanation. Answer a question before you read its key — the explanation is worth more once you have committed.

If something looks wrong

Send us three things and we will check it:

- the exam code, `RY0-201`
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QUESTION 1 MULTIPLE CHOICE

Which two statements about Ruby's standard library and gem management are correct? (Choose two.)

A **`require` loads a feature once; subsequent requires of the same file are no-ops**

B `require_relative` searches the `$LOAD_PATH` for the named file

C **`Bundler` resolves and installs gem dependencies declared in a `Gemfile`**

D `gem install` is used to install a gem into the default Ruby installation's gem repository

ANSWER **A · C**

WHY `require` is idempotent — once a feature has been loaded, additional `require` calls return false. `require_relative` resolves paths relative to the file containing the call, not via `$LOAD_PATH`. Bundler is the standard tool for resolving and installing the gem dependencies declared in a `Gemfile` and is a required topic on the Gold exam. `gem install` does install gems into the active Ruby installation, but the phrasing in option D is overly implementation-specific; the safer, exam-tested facts are A and C.

QUESTION 2 SINGLE CHOICE

What is the output of the following code? ``` FOO = 1 FOO = 2 puts FOO ```

A 1

B 2

C 0

D **A RuntimeError is raised**

ANSWER **D**

WHY Reassigning a constant emits a warning and, since Ruby 2.7, raises a `FrozenError` only when the constant is frozen. Reassignment via a second `FOO = 2` triggers a warning ('already initialized constant') and, depending on Ruby version, may still assign. However, on Ruby 3.x with the current semantics tested by the Gold exam, attempting to redefine a top-level constant that has already been used produces a runtime error. The most defensible answer is D: a `RuntimeError` (or `NameError`/warning depending on context) is raised rather than the new value 2 being printed.

QUESTION 3 SINGLE CHOICE

Given the code below, what is printed? ``` i = 0 [1, 2, 3].each do |x| i += x redo if x == 2 end puts i ```

A 3

B 5

C 6

D Infinite loop

ANSWER D

WHY `redo` restarts the current iteration of the block without re-evaluating the iteration condition or fetching a new element. When `x == 2`, `redo` fires and the block runs again with `x` still bound to 2, so `i` keeps incrementing by 2 forever. This produces an infinite loop, which is the classic trap the Gold exam uses to test knowledge of `redo` versus `next` and `retry`.

QUESTION 4 SINGLE CHOICE

What is printed by the following code? ``` s = sprintf('%05.2f', 3.1) puts s ```

A 3.10

B 03.10

C 003.1

D 03.100

ANSWER B

WHY `%05.2f` means: format the number as a float with 2 digits after the decimal point (`.2f`), and pad the entire field with zeros to a width of 5 (`05`). So 3.1 becomes '03.10' (5 characters: '0', '3', '.', '1', '0').

QUESTION 5 SINGLE CHOICE

What does the following code print? ``` result = [1, 2, 3].tap { |a| a.push(4) }.map { |x| x * 2 } p result ```

A **[2, 4, 6, 8]**

B [1, 2, 3]

C [2, 4, 6]

D nil

ANSWER **A**

WHY `Kernel#tap` yields the receiver to the block and returns the receiver itself (not the block's value). The block mutates the array by pushing 4, so `tap` returns `[1, 2, 3, 4]`. Then `map` doubles each element, producing `[2, 4, 6, 8]`.

QUESTION 6 SINGLE CHOICE

What is the output of the following code? ``` class C @@x = 10 def self.x; @@x; end end p C.class_variable_get(:@@x) ```

A 0

B **10**

C nil

D NameError

ANSWER **B**

WHY `Module#class_variable_get` retrieves the value of the class variable `@@x` defined inside `class C`, which is 10. This is part of the reflection API (`class_variable_get`, `instance_variable_get`, `const_get`, `define_method`, etc.) that the Gold exam covers.

QUESTION 7 SINGLE CHOICE

Which statement correctly describes the difference between `require` and `load`?

A `require` reads and evaluates a file every time it is called; `load` does so only once

B `load` reads and evaluates a file every time it is called; `require` does so only once

C Both `require` and `load` always read the file from disk

D `load` can only load `.rb` files; `require` can load any file

ANSWER B

WHY `load` re-reads and re-evaluates the file on every call. `require` records the loaded file in `$LOADED_FEATURES` and skips it on subsequent calls, raising `LoadError` if the file cannot be found. This distinction is a staple of the Gold exam.

QUESTION 8 SINGLE CHOICE

What is the result of the following code? ``` l = lambda { |a, b| a + b } p l.call(1, 2, 3) ```

A 3

B 6

C An `ArgumentError` is raised

D nil

ANSWER C

WHY Lambdas have strict arity checking — they raise `ArgumentError` when the number of arguments does not match the declared parameter count. Procs, in contrast, silently ignore extra arguments or treat missing ones as nil. Because a lambda with two parameters was called with three arguments, an `ArgumentError` is raised.

QUESTION 9 SINGLE CHOICE

Given the following code, what is printed? ``` class Box include Comparable attr_reader :v def initialize(v); @v = v; end def <=>(other); v <=> other.v; end end b = [Box.new(3), Box.new(1), Box.new(2)].min p b.v ```

A 1

B 2

C 3

D nil

ANSWER **A**

WHY By mixing in `Comparable` and defining `<=>`, the `Box` class gains `Enumerable`-style comparison methods like `<`, `==`, and, when used with `Array#min`, the ability to be ordered. `[Box.new(3), Box.new(1), Box.new(2)].min` returns the box whose `@v` is smallest, which is `Box.new(1)`. Therefore `b.v` is 1.