

# Ruby Mapping for Constants

Here are the [constant definitions](#) once more:

## Slice

```
const bool      AppendByDefault = true;
const byte      LowerNibble = 0x0f;
const string    Advice = "Don't Panic!";
const short     TheAnswer = 42;
const double    PI = 3.1416;

enum Fruit { Apple, Pear, Orange };
const Fruit     FavoriteFruit = Pear;
```

The generated definitions for these constants are shown below:

## Ruby

```
AppendByDefault = true
LowerNibble = 15
Advice = "Don't Panic!"
TheAnswer = 42
PI = 3.1416
FavoriteFruit = Fruit::Pear
```

As you can see, each Slice constant is mapped to a Ruby constant with the same name.

See Also

- [Constants and Literals](#)
- [Ruby Mapping for Identifiers](#)
- [Ruby Mapping for Modules](#)
- [Ruby Mapping for Built-In Types](#)
- [Ruby Mapping for Enumerations](#)
- [Ruby Mapping for Structures](#)
- [Ruby Mapping for Sequences](#)
- [Ruby Mapping for Dictionaries](#)
- [Ruby Mapping for Exceptions](#)
- [Ruby Mapping for Interfaces](#)
- [Ruby Mapping for Operations](#)