

## Ruby - Bug #10291

### Strange behaviour of splat in Ruby 2.0.0

09/24/2014 08:55 AM - siddharth (siddharth sharma)

<b>Status:</b>	Closed		
<b>Priority:</b>	Normal		
<b>Assignee:</b>			
<b>Target version:</b>			
<b>ruby -v:</b>	2.0.0	<b>Backport:</b>	2.0.0: UNKNOWN, 2.1: UNKNOWN
<b>Description</b>			
<p>In Ruby 1.9.3, when a method defined with some required number of arguments, method always checks the number of required arguments when called with a splat.</p> <p>But in ruby 2.0.0, when a method defined with some required number of arguments, method checks the number of arguments when called with a splat, but does not check the number of arguments after first successful call.</p> <p>Method <code>method_called_with_splat</code> will check number of arguments in the first call, but after first successful method call, <code>method_called_with_splat</code> wont check number of arguments it is being called with.</p> <p>This happens only when the arguments go through the same splat.</p> <p>Case 1(it is not working fine)</p> <pre>def method_called_with_splat(argument)   p argument end  def method_accepting_any_number_of_arguments(*args)   method_called_with_splat(*args) end</pre> <p>The issue wont come in this case, as the successful call is from one splat and other calls are from the other splat.</p> <p>Case 2(it is working fine)</p> <pre>def method_called_with_splat(argument)   p argument end  def method_accepting_any_number_of_arguments(*args)   (args.length == 1) ? method_called_with_splat(*args) : method_called_with_splat(*args) end</pre>			
<b>Related issues:</b>			
Is duplicate of Ruby - Bug #9622: Extra method arguments are magically swallo...		Closed	03/11/2014

#### History

#1 - 10/07/2014 07:56 PM - marcandre (Marc-Andre Lafortune)

- Status changed from Open to Closed

Better test with latest releases before making a bug report...

Duplicate of [#9622](#).

#2 - 10/07/2014 07:56 PM - marcandre (Marc-Andre Lafortune)

- Is duplicate of Bug #9622: Extra method arguments are magically swallowed after first successful call, possible method cache bug added