

Class

NilClass < Object

The class of the singleton object nil.

Instance methods**&** nil & obj → false

And—Returns false. Because *obj* is an argument to a method call, it is always evaluated; there is no short-circuit evaluation in this case.

```
nil && puts("logical and")
nil & puts("and")
```

produces:

and

^ nil ^ obj → true or false

Exclusive Or—Returns false if *obj* is nil or false, and returns true otherwise.

| nil | obj → true or false

Or—Returns false if *obj* is nil or false and returns true otherwise.

```
nil | false # => false
nil | 99    # => true
```

nil? nil.nil? → true

Always returns true.

to_a nil.to_a → []

Always returns an empty array.

```
nil.to_a # => []
```

to_c nil.to_c → Complex(0,0)**1.9** Always returns the origin of the complex plane.

```
nil.to_c # => (0+0i)
```

to_f nil.to_f → 0.0

Always returns zero.

```
nil.to_f # => 0.0
```

to_i nil.to_i → 0

Always returns zero.

```
nil.to_i # => 0
```

to_r nil.to_r → Rational(0,1)

1.9 Always returns zero as a rational number.

nil.to_r # => (0/1)

to_s nil.to_s → ""

Always returns the empty string.

nil.to_s # => ""