

## Learn To Program Using Ruby Facets Of Ruby

Use Michael Hartl's Acclaimed Video Lessons and Best-Selling Book Side by Side to Master Rails Fast! LiveLessons™ DVD with 18+ hours of video instruction—a \$150 value Michael Hartl's Ruby on Rails™ 3 Tutorial, the #1 hands-on guide to Rails web programming—a \$40 value A \$190 value, this package delivers instant skills, answers, and solutions from 18+ hours of video LiveLessons (a \$150 value)...plus deeper insights from Ruby on Rails™ 3 Tutorial, the #1 Rails development guide (a \$40 value). About the LiveLessons DVD These focused video lessons help you learn crucial new skills fast—and put them to work immediately! Watch top Rails developer Michael Hartl guide you through building a complete application using today's best practices for MVC and REST design, layout, Ruby coding, security, testing, deployment, and more. Just place the DVD video in your computer's DVD drive, and master Rails the easy way.

Annotation Everyone in the Ruby world seems to be talking about metaprogramming--how you can use it to remove duplication in your code and write elegant, beautiful programs. Now you can get in on the action as well. This book describes metaprogramming as an essential component of Ruby. Once you understand the principles of Ruby, including the object model, scopes, and eigenclasses, you're on your way to applying metaprogramming both in your daily work and in your fun, after-hours projects. Learning metaprogramming doesn't have to be difficult or boring. By taking you on a Monday-through-Friday workweek adventure with a pair of programmers, Paolo Perrotta helps make mastering the art of metaprogramming both straightforward and entertaining. The book is packed with: Pragmatic examples of metaprogramming in action, many of which come straight from popular libraries or frameworks, such as Rails. Programming challenges that let you experiment and play with some of the most fun, "out-there" metaprogramming concepts. Metaprogramming "spells"--34 practical recipes and idioms that you can study and apply right now, to write code that is sure to impress. Whether you're a Ruby apprentice on the path to mastering the language or a Ruby wiz in search of new tips, this book is for you.

A Fine Balance, Rohinton Mistry's stunning internationally acclaimed bestseller, is set in mid-1970s India. It tells the story of four unlikely people whose lives come together during a time of political turmoil soon after the government declares a "State of Internal Emergency." Through days of bleakness and hope, their circumstances – and their fates – become inextricably linked in ways no one could have foreseen. Mistry's prose is alive with enduring images and a cast of unforgettable characters. Written with compassion, humour, and insight, A Fine Balance is a vivid, richly textured, and powerful novel written by one of the most gifted writers of our time.

What will you learn from this book? What's all the buzz about this Ruby language? Is it right for you? Well, ask yourself: are you tired of all those extra declarations, keywords, and compilation steps in your other language? Do you want to be a more productive programmer? Then you'll love Ruby. With this unique hands-on learning experience, you'll discover how Ruby takes care of all the details for you, so you can simply have fun and get more done with less code. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Ruby uses a visually rich format to engage your mind, rather than a text-heavy approach to put you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku

It's easier to learn how to program a computer than it has ever been before. Now everyone can learn to write programs for themselves - no previous experience is necessary. Chris Pine takes a thorough, but lighthearted approach that teaches you the fundamentals of computer programming, with a minimum of fuss or bother. Whether you are interested in a new hobby or a new career, this book is your doorway into the world of programming. Computers are everywhere, and being able to program them is more important than it has ever been. But since most books on programming are written for other programmers, it can be hard to break in. At least it used to be. Chris Pine will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to write interactive programs, to use APIs to fetch live data from the internet, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. Whether you are looking for a fun new hobby or are interested in entering the tech world as a professional, this book gives you a solid foundation in programming. Chris teaches the basics, but also shows you how to think like a programmer. You'll learn through tons of examples, and through programming challenges throughout the book. When you finish, you'll know how and where to learn more - you'll be on your way. What You Need: All you need to learn how to program is a computer (Windows, macOS, or Linux) and an internet connection. Chris Pine will lead you through setting set up with the software you will need to start writing programs of your own.

Learn the principles behind object-oriented programming in Ruby and within a few chapters create a fully functional Ruby 3-based application. You'll gain a basic understanding of many ancillary technologies such as databases, XML, web frameworks, and networking - some of which will be needed for your first Ruby application. Based on the bestselling first and second editions, Beginning Ruby 3, 4th Edition is a leading guide to learn Ruby from the ground up. The new edition of this book provides the same excellent introduction to Ruby as the previous editions plus updates for the newest version of Ruby, including performance through an improved allocator, decreased heap fragmentation and more. Also, added: details on the just-in-time compiler, fewer limits on GIL (Global Interpreter Lock), and a static type checker. You'll see why the light and agile Ruby programming language remains a popular open source scripting option for developers building today's web applications. This book can also be used as a textbook or

companion to a textbook on beginning Ruby programming. After reading and using this book, you'll have a firm handle to program in the Ruby language. You will: Discover the fundamentals of Ruby and its object-oriented building blocks Use the Ruby libraries, gems, and documentation Work with files and databases Write and deploy Ruby applications Harness the various Ruby web frameworks and use them effectively Do network programming with Ruby .

It's easy to write correct Ruby code, but to gain the fluency needed to write great Ruby code, you must go beyond syntax and absorb the "Ruby way" of thinking and problem solving. In *Eloquent Ruby*, Russ Olsen helps you write Ruby like true Rubyists do—so you can leverage its immense, surprising power. Olsen draws on years of experience internalizing the Ruby culture and teaching Ruby to other programmers. He guides you to the "Ah Ha!" moments when it suddenly becomes clear why Ruby works the way it does, and how you can take advantage of this language's elegance and expressiveness. *Eloquent Ruby* starts small, answering tactical questions focused on a single statement, method, test, or bug. You'll learn how to write code that actually looks like Ruby (not Java or C#); why Ruby has so many control structures; how to use strings, expressions, and symbols; and what dynamic typing is really good for. Next, the book addresses bigger questions related to building methods and classes. You'll discover why Ruby classes contain so many tiny methods, when to use operator overloading, and when to avoid it. Olsen explains how to write Ruby code that writes its own code—and why you'll want to. He concludes with powerful project-level features and techniques ranging from gems to Domain Specific Languages. A part of the renowned Addison-Wesley Professional Ruby Series, *Eloquent Ruby* will help you "put on your Ruby-colored glasses" and get results that make you a true believer.

Learning Ruby has never been this fast and easy, or fun! Veteran Codemy.com programmer John Elder walks you step by step through the ins and outs of Ruby Programming. Written for the absolute beginner, you don't need any programming experience to dive in and get started with this book. Follow along as John teaches you to set up a development environment and write your first program. You'll learn about Variables, Math, IF/THEN Statements, Array, Hashes, Loops, Methods and much more. By the end, you'll be well on your way to becoming a professional Ruby coder! Build on your skills with practice exercises at the end of each chapter and build a math flashcard game using all the skills you've learned throughout the book. It really is this easy to learn Ruby! \*AUTHOR UPDATE: C9, the development environment we used in the book, was purchased by Amazon and is no longer accepting new users unless you sign up through my education account at [Codemy.com/c9](https://www.codemy.com/c9)

Why spend time on coding problems that others have already solved when you could be making real progress on your Ruby project? This updated cookbook provides more than 350 recipes for solving common problems, on topics ranging from basic data structures, classes, and objects, to web development, distributed programming, and multithreading. Revised for Ruby 2.1, each recipe includes a discussion on why and how the solution works. You'll find recipes suitable for all skill levels, from Ruby newbies to experts who need an occasional reference. With *Ruby Cookbook*, you'll not only save time, but keep your brain percolating with new ideas as well. Recipes cover: Data structures including strings, numbers, date and time, arrays, hashes, files and directories Using Ruby's code blocks, also known as closures OOP features such as classes, methods, objects, and modules XML and HTML, databases and persistence, and graphics and other formats Web development with Rails and Sinatra Internet services, web services, and distributed programming Software testing, debugging, packaging, and distributing Multitasking, multithreading, and extending Ruby with other languages

The Ruby programming language is perfect for beginners: easy to learn, powerful, and fun to use! But wouldn't it be more fun if you were learning with the help of some wizards and dragons? *Ruby Wizardry* is a playful, illustrated tale that will teach you how to program in Ruby by taking you on a fantastical journey. As you follow the adventures of young heroes Ruben and Scarlet, you'll learn real programming skills, like how to: –Use fundamental concepts like variables, symbols, arrays, and strings –Work with Ruby hashes to create a programmable breakfast menu –Control program flow with loops and conditionals to help the Royal Plumber –Test your wild and crazy ideas in IRB and save your programs as scripts –Create a class of mini-wizards, each with their own superpower! –Organize and reuse your code with methods and lists –Write your own amazing interactive stories using Ruby Along the way, you'll meet colorful characters from around the kingdom, like the hacker Queen, the Off-White Knight, and Wherefore the minstrel. *Ruby Wizardry* will have you (or your little wizard) hooked on programming in no time. For ages 10+ (and their parents!)

Offers a Ruby tutorial featuring fifty-two exercises that cover such topics as installing the Ruby environment, organizing and writing code, strings and text, object-oriented programming, debugging and automated testing, and basic game development.

Learning Ruby on Rails has never been this fast and easy, or fun! Veteran Codemy.com programmer John Elder walks you step by step through the ins and outs of Rails for Web Development. Written for the absolute beginner, you don't need any programming experience to dive in and get started with this book. Follow along as John builds a Pinterest-style website from start to finish that allows people to sign up, log in and out, edit their profile, upload images to the database and style those images on the screen. By the end, you'll be well on your way to becoming a professional Ruby on Rails coder!

Summary: Ruby 1.9 was a major release of the language: it introduced multinationalization, new block syntax and scoping rules, a new, faster, virtual machine, and hundreds of new methods in dozens of new classes and modules. Ruby 2.0 is less radical--it has keyword arguments, a new regexp engine, and some library changes. This book describes it all. The first quarter of the book is a tutorial introduction that gets you up to speed with the Ruby language and the most important classes and libraries. Download and play with the hundreds of code samples as your experiment with the language. The second section looks at real-world Ruby, covering the Ruby environment, how to package, document, and distribute code, and how to work with encodings. The third part of the book is more advanced. In it, you'll find a full description of the language, an explanation of duck typing, and a detailed description of the Ruby object model and metaprogramming. The book ends with a reference section: comprehensive and detailed documentation of Ruby's libraries. You'll find descriptions and examples of more than 1,300 methods in 58 built-in classes and modules, along with brief descriptions of 97 standard libraries. Ruby makes your programming more productive; it makes coding fun again. And this book will get you up to speed with the very latest Ruby, quickly and enjoyably.

Learn how to make better decisions and write cleaner Ruby code. This book shows you how to avoid messy code that is hard to test and which cripples productivity. Author Carleton DiLeo shares hard-learned lessons gained from years of experience across numerous codebases both large and small. Each chapter covers the topics you need to know to make better decisions

and optimize your productivity. Many books will tell you how to do something; this book will tell you why you should do it. Start writing code you love. What You Will Learn Build better classes to help promote code reuse Improve your decision making and make better, smarter choices Identify bad code and fixed it Create quality names for all of your variables, classes, and modules Write better, concise classes Improve the quality of your methods Properly use modules Clarify your Boolean logic See when and how you refactor Improve your understanding of TDD and write better tests Who This Book Is For This book is written for Ruby developers. There is no need to learn a new language or translate concepts to Ruby.

Ruby on Rails is the super-productive new way to develop full-featured web applications. With Ruby on Rails, powerful web applications that once took weeks or months to develop can now be produced in a matter of days. If it sounds too good to be true, it isn't. If you're like a lot of web developers, you've probably considered kicking the tires on Rails - the framework of choice for the new generation of Web 2.0 developers. Ruby on Rails: Up and Running takes you out for a test drive and shows you just how fast Ruby on Rails can go. This compact guide teaches you the basics of installing and using both the Ruby scripting language and the Rails framework for the quick development of web applications. Ruby on Rails: Up and Running covers just about everything you need - from making a simple database-backed application to adding elaborate Ajaxian features and all the juicy bits in between. While Rails is praised for its simplicity and speed of development, there are still a few steps to master on the way. More advanced material helps you map data to an imperfect table, traverse complex relationships, and build custom finders. A section on working with Ajax and REST shows you how to exploit the Rails service frameworks to send emails, implement web services, and create dynamic user-centric webpages. The book also explains the essentials of logging to find performance problems and delves into other performance-optimizing techniques. As new web development frameworks go, Ruby on Rails is the talk of the town. And Ruby on Rails: Up and Running can make sure you're in on the discussion.

Summary The Well-Grounded Rubyist, Third Edition is a beautifully written tutorial that begins with your first Ruby program and takes you all the way to sophisticated topics like reflection, threading, and recursion. Ruby masters David A. Black and Joe Leo distill their years of knowledge for you, concentrating on the language and its uses so you can use Ruby in any way you choose. Updated for Ruby 2.5. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Designed for developer productivity, Ruby is an easy-to-learn dynamic language perfect for creating virtually any kind of software. Its famously friendly development community, countless libraries, and amazing tools, like the Rails framework, have established it as the language of choice for high-profile companies, including GitHub, SlideShare, and Shopify. The future is bright for the well-grounded Rubyist! About the Book In The Well-Grounded Rubyist, Third Edition, expert authors David A. Black and Joseph Leo deliver Ruby mastery in an easy-to-read, casual style. You'll lock in core principles as you write your first Ruby programs. Then, you'll progressively build up to topics like reflection, threading, and recursion, cementing your knowledge with high-value exercises to practice your skills along the way. What's Inside Basic Ruby syntax Running Ruby extensions FP concepts like currying, side-effect-free code, and recursion Ruby 2.5 updates About the Reader For readers with beginner-level programming skills. About the Authors David A. Black is an internationally known Ruby developer and author, and a cofounder of Ruby Central. Ruby teacher and advocate Joseph Leo III is the founder of Def Method and lead organizer of the Gotham Ruby Conference. Table of Contents PART 1 RUBY FOUNDATIONS Bootstrapping your Ruby literacy Objects, methods, and local variables Organizing objects with classes Modules and program organization The default object (self), scope, and visibility Control-flow techniques PART 2 BUILT-IN CLASSES AND MODULES Built-in essentials Strings, symbols, and other scalar objects Collection and container objects Collections central: Enumerable and Enumerator Regular expressions and regexp-based string operations File and I/O operations PART 3 RUBY DYNAMICS Object individuation Callable and runnable objects Callbacks, hooks, and runtime introspection Ruby and functional programming

Learn the principles behind object-oriented programming and within a few chapters create a fully functional Ruby application. You'll also gain a basic understanding of many ancillary technologies such as databases, XML, web frameworks, and networking - some of which are needed as part of a fully functioning Ruby application. Based on the bestselling first and second editions, Beginning Ruby, Third Edition is a leading guide to learn Ruby from the ground up. The new edition of this book provides the same excellent introduction to Ruby as the previous editions plus updates for the newest version of Ruby 2.3. This book can also be used as a textbook or companion to a textbook on beginning Ruby programming. The light and agile Ruby programming language remains a very popular open source scripting option for developers building today's web and even some enterprise applications. And, now, Ruby also has applications using the Raspberry Pi, popular among hobbyists and makers. Many former Java developers still use Ruby on Rails today, the most popular framework for building Ruby applications. What You'll Learn Discover the fundamentals of Ruby and its object-oriented building blocks Use the Ruby libraries, gems, and documentation Work with files and databases Write and deploy Ruby applications Harness the various Ruby web frameworks and how to use them Do network programming with Ruby Who This Book Is For Beginning programmers, programmers new to Ruby, and web developers interested in learning and knowing the foundations of the Ruby programming language.

Learn the basics of test driven development (TDD) using Ruby. You will carry out problem domain analysis, solution domain analysis, designing test cases, and writing tests first. These fundamental concepts will give you a solid TDD foundation to build upon. Test Driven Development in Ruby is written by a developer for developers. The concepts are first explained, then a coding demo illustrates how to apply the theory in practice. At the end of each chapter an exercise is given to reinforce the material. Complete with working files and code samples, you'll be able to work alongside the author, a trainer, by following the material in this book. What You Will Learn Carry out problem domain analysis, solution domain analysis, designing test cases, and writing tests first Use assertions Discover the structure of a test and the TDD cycle Gain an understanding of minimal implementation, starter test, story test, and next test Handle refactoring using Ruby Hide implementation details Test precisely and concretely Make your code robust Who This Book Is For Experienced Ruby programmers or web developers with some prior experience with Ruby.

Ruby is famous for being easy to learn, but most users only scratch the surface of what it can do. While other books focus on Ruby's trendier features, The Book of Ruby reveals the secret inner workings of one of the world's most popular programming languages, teaching you to write clear, maintainable code. You'll start with the basics—types, data structures, and control flows—and progress to advanced features like blocks, mixins, metaclasses, and beyond. Rather than bog you down with a lot of theory, The Book of Ruby takes a hands-on approach and

focuses on making you productive from day one. As you follow along, you'll learn to: –Leverage Ruby's succinct and flexible syntax to maximize your productivity –Balance Ruby's functional, imperative, and object-oriented features –Write self-modifying programs using dynamic programming techniques –Create new fibers and threads to manage independent processes concurrently –Catch and recover from execution errors with robust exception handling –Develop powerful web applications with the Ruby on Rails framework Each chapter includes a "Digging Deeper" section that shows you how Ruby works under the hood, so you'll never be caught off guard by its deceptively simple scoping, multithreading features, or precedence rules. Whether you're new to programming or just new Ruby, The Book of Ruby is your guide to rapid, real-world software development with this unique and elegant language.

Learn Ruby In 24 Hours Or Less! In this book you will find the fundamental aspects of the Ruby programming language. It will explain theories and lessons through detailed instructions and practical examples. With this eBook, you'll learn how to get Ruby, how to write Ruby statements, and how to use this language in creating your own programs. If you're searching for a comprehensive learning material for Ruby, this is the book you need. With the help of the important ideas and practical examples contained within, you will be able to master Ruby quickly even if you have never programmed anything before. By reading this material, you will become an effective Ruby programmer in 24 hours (or even less). Here are some of the things you'll learn from this eBook: How to download the right version of Ruby for your computer The fundamental principles of Ruby programming The methods that you can use in Ruby How to handle program exceptions The syntax of Ruby commands How to create loops, iterators, classes, objects, variables, and many more You can certainly benefit from this eBook even if you have never programmed anything before. This eBook will teach you the basics of Ruby programming and give you the syntax of important Ruby commands. If you want to become a skilled Ruby programmer in just 24 hours, get this eBook now and read it carefully. In addition you will find inside: Collections Of Data The Sharing Functionalities Of Ruby The Regular Expressions The Methods Of The Ruby Language Ruby Expressions The Basic I/O Of Ruby And Much, Much More... Get Your Copy Right Now!

Take the guesswork out of mastering Ruby Programming language and learn how to build powerful, real-world, and modern applications for the web! Are you completely new to coding and are looking for a great, easy-to-understand language to learn as your first? Do you want to become a more productive programmer and skip all the extra keywords, declaration, and compilation steps that are rife in other languages? If your answer is yes to any of the questions above, then this book is for you. Ruby is used in some of the world's most popular and user-heavy web applications, for good reason. It's easy to maintain and is designed to be concurrent. In this guide, Nathan Metzler skips the fluff and shows you how easy it is to get started with Ruby as a beginner and code your own applications with practical examples and exercises. Here's a snippet of what you're going to discover in Ruby Programming for Beginners How to install Ruby on your preferred operating system, from Windows and MacOS to Linux Step-by-step instructions to write your very first piece of Ruby script and execute on your preferred operating system A comprehensive guide to help you understand core Ruby programming concepts, from statements and code blocks to identifiers and variable data types A proven framework to get started with object-oriented programming and coding modular, reusable code you can apply across your projects Everything you need to know about control structures in Ruby programming language ...and tons more! Ruby is an insanely powerful and multi-purpose language that can be used to develop massive web applications. Whether you're completely new to programming or are an experienced developer in other programming languages but are looking to add Ruby to your skillset, this guide has you covered. Scroll to the top of the page and click the "Buy Now" button to start your journey to mastering the Ruby programming language today!

How do you write truly elegant code with Ruby? Ruby Best Practices is for programmers who want to use Ruby as experienced Rubyists do. Written by the developer of the Ruby project Prawn, this concise book explains how to design beautiful APIs and domain-specific languages with Ruby, as well as how to work with functional programming ideas and techniques that can simplify your code and make you more productive. You'll learn how to write code that's readable, expressive, and much more. Ruby Best Practices will help you: Understand the secret powers unlocked by Ruby's code blocks Learn how to bend Ruby code without breaking it, such as mixing in modules on the fly Discover the ins and outs of testing and debugging, and how to design for testability Learn to write faster code by keeping things simple Develop strategies for text processing and file management, including regular expressions Understand how and why things can go wrong Reduce cultural barriers by leveraging Ruby's multilingual capabilities This book also offers you comprehensive chapters on driving code through tests, designing APIs, and project maintenance. Learn how to make the most of this rich, beautiful language with Ruby Best Practices.

Level up your programming skills while making fast-paced, arcade-style video games. Make enemy spaceships explode in balls of fire, and escape from a pit while dodging falling boulders. You'll use the fun and approachable Ruby programming language and the Gosu 2D game library, which makes making games a breeze. Gain the skills and techniques you need to bring your own video game ideas to life with moving images and thumping sounds. If you have a little experience programming in Ruby or another language, then you're ready to start making your own video games. In this book you'll learn concepts such as animation, keyboard and mouse movement, sounds and music, and physics as you build four exciting games. Your first game will test your reflexes as you try to click on a ruby that pops in and out of your screen. Learn how to draw images and text, and how to make objects move around the screen. You'll make a space-shooter where you defend your home base from a seemingly endless stream of enemies, as you discover how to use keyboard input, add music and sounds, an opening title screen, and scrolling end-credits. Next up: make a sliding number puzzle game where you'll learn to incorporate more complicated logic and user interaction into your game. Learn all about game physics as you build a game where a bold adventurer must climb out of a pit while dodging bouncing, spinning rocks. Finally, package up your games as Windows and Mac apps so you can share them with your friends. When you're done with this book, you'll have improved your programming skills, and you'll have all the tools you need to make your own arcade-style games. What You Need: You'll need a computer running Windows 7 or later, or Mac OS X 10.7 or later. All the other software you need is free, and the first chapter will get you up and running.

Coding experts point to Ruby as one of the best languages to start with when you're learning coding. It's been a popular choice for schools and code camps who want to introduce coding to a younger audience. Ruby For Kids For Dummies helps teach the basics of coding and Ruby to kids who don't have the opportunity to take coding classes at school or in camp as well as those who simply prefer to learn on their own. Broken down into smaller, goal-oriented projects, Ruby For Kids For Dummies introduces core coding concepts as it walks the student through steps for creating applications. The book is ideal for early-to-pre-teen learners interested in expanding their technology skills as well as younger readers eager to learn via step-by-step instruction.

Provides information on using R and Ruby to model a mathematical problem and find a solution.

A guide to Ruby programming covers such topics as working with objects, strings, and variables; implementing conditional logic; working with Regular Expressions; object-oriented programming; and debugging.

Those who are efficient in the Ruby programming language is very high in demand right now. If you are unsure of how to create programs with Ruby, this book will guide your from step one in a coding project all the way through to the end. With the help of this beginners guide you will learn how to program in no time! Follow along with the book to get the drift on how to use Ruby. After you master Ruby, you can move on to Ruby on Rails, which is the framework that goes with Ruby. Soon enough you will become a master programmer using the user-friendliest programming language ever developed. This will help you to land jobs or even write your own coding for a sweet web application. The sky is the limit once you have read, practiced, and learned the Ruby programming language! Here Is What You'll Learn About... What Is Ruby Programming Computer Evaluation Of Ruby Code Objects & Methods Classes & Instances Data Structures Ruby Collections Samples Of Ruby Code Much, Much More!

You don't have to know everything about a car to drive one, and you don't need to know everything about Ruby to start programming with it. Written for both experienced and new programmers alike, Learning Ruby is a just-get-in-and-drive book -- a hands-on tutorial that offers lots of Ruby programs and lets you know how and why they work, just enough to get you rolling down the road. Interest in Ruby stems from the popularity of Rails, the web development framework that's attracting new devotees and refugees from Java and PHP. But there are plenty of other uses for this versatile language. The best way to learn is to just try the code! You'll find examples on nearly every page of this book that you can imitate and hack. Briefly, this book: Outlines many of the most important features of Ruby Demonstrates how to use conditionals, and how to manipulate strings in Ruby. Includes a section on regular expressions Describes how to use operators, basic math, functions from the Math module, rational numbers, etc. Talks you through Ruby arrays, and demonstrates hashes in detail Explains how to process files with Ruby Discusses Ruby classes and modules (mixins) in detail, including a brief introduction to object-oriented programming (OOP) Introduces processing XML, the Tk toolkit, RubyGems, reflection, RDoc, embedded Ruby, metaprogramming, exception handling, and other topics Acquaints you with some of the essentials of Rails, and includes a short Rails tutorial. Each chapter concludes with a set of review questions, and appendices provide you with a glossary of terms related to Ruby programming, plus reference material from the book in one convenient location. If you want to take Ruby out for a drive, Learning Ruby holds the keys.

This book will provide you with all of the tools you need to be a professional Ruby developer. Starting with the core principles, such as syntax and best practices, and up to advanced topics like metaprogramming and big data analysis. About This Book Provides the core skills required to become a Ruby programmer Covers how to use the most popular Ruby Gem libraries Includes details on regular expressions Who This Book Is For This is a complete course written from the ground up for beginners wanting to gain a solid understanding of the Ruby language. It starts at the beginning with how to install Ruby and work with it on multiple machines, so simply have a computer that's connected to the Internet and you'll be ready. What You Will Learn Learn how to use Ruby code effectively, picking the right tool for the job and not duplicating built-in functionality Gain best software development practices, and how to identify and fix common errors Absorb core programming skills, such as variables, strings, loops, conditionals, and much more Explore object-oriented programming and learn to create modular, reusable code that you can use across projects Build 10 practical Ruby programs as you work through the book on topics such as big data analysis and solving Euler equations In Detail Ruby is a powerful, general-purpose programming language that can be applied to any task. Whether you are an experienced developer who wants to learn a new language or you are new to programming, this book is your comprehensive Ruby coding guide. Starting with the foundational principles, such as syntax, and scaling up to advanced topics such as big data analysis, this book will give you all of the tools you need to be a professional Ruby developer. A few of the key topics are: object-oriented programming, built-in Ruby methods, core programming skills, and an introduction to the Ruby on Rails and Sinatra web frameworks. You will also build 10 practical Ruby programs. Created by an experienced Ruby developer, this book has been written to ensure it focuses on the skills you will need to be a professional Ruby developer. After you have read this book, you will be ready to start building real-world Ruby projects. Style and approach This is a comprehensive course for learning the Ruby programming language that works methodically through everything that you need to know. It begins with the basics of the language and then works through some complete projects to apply your skills and ensure that you have fully absorbed them and can use them in the real world.

What others in the trenches say about The Pragmatic Programmer... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." —Kent Beck, author of Extreme Programming Explained: Embrace Change "I found this book to be a great mix of solid advice and wonderful analogies!" —Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." —Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." —John Lakos, author of Large-Scale C++ Software Design "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." —Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book." —Pete McBreen, Independent Consultant "Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living." —Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company...." —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. "If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." —Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

Are You Ready To Learn Ruby Easily? This book aims to guide a complete novice in Ruby programming. This book is carefully crafted to aid the new or inexperienced programmer in learning to write a code

in Ruby language. If you are someone who somehow developed a fear to explore the unknown and still interested in learning Ruby programming, then this book can truly help you. This book covers everything that a beginner in Ruby programming should learn. Understand that programming offers an infinite amount of information and knowledge. However, this book understands that it may overwhelm a mere beginner in programming if it tackles even the advanced features of the Ruby language. This book can help you build a solid, basic knowledge in programming that can help you a lot when you begin to write your own program in Ruby language. You can use the acquired knowledge to pursue or learn more about Ruby's advanced concepts later on. For now, just concentrate on the basics and make sure to absorb every lesson before you go to the next one. Practice makes perfect and this book provides a lot of practice programs or exercises that can help you enhance your experience in Ruby programming. The exercises are simple and easy to understand to help you comprehend the lesson quickly. You also need to take note of the error messages that you may encounter. Let them serve as your guide so you can avoid the same mistake in the future or help you resolve the same error when you encounter them once more. Learning Ruby programming in 7 days is not something impossible to accomplish. Even a person with a little or no experience with any programming language can learn it within those days. As you go through each lesson, you will notice that it is quite easy to understand. It becomes much simpler when you have patience and discipline. Understand that you will be able to learn the Ruby basics in 7 days, but that won't make you an instant expert. You still need to practice and work your way in discovering the cool things that you can do with Ruby as you go along. Even expert programmers need to spend ample time in honing their programming skills. Before you know it, you are ready to create a more complex program. This book presents everything that a novice may need in understanding the basic Ruby programming. It is presented in such a way that anyone without prior programming knowledge will find it easy to understand - most technical jargons were kept to minimal, and they are the terminologies that you will likely encounter once you have started writing your program. Here's What You'll Learn From This Ruby For Beginners Book: ? Chapter 1: Getting acquainted with ruby ? Chapter 2: Initial Preparations ? Chapter 3: Start with the Basics ? Chapter 4: Ruby Variables ? Chapter 5: All About Methods ? Chapter 6: Flow Control ? Chapter 7: Iterators and Loops ? Chapter 8: More on Arrays and Hashes What Are You Waiting For? Start Coding Ruby Right Now!

If you know basic high-school math, you can quickly learn and apply the core concepts of computer science with this concise, hands-on book. Led by a team of experts, you'll quickly understand the difference between computer science and computer programming, and you'll learn how algorithms help you solve computing problems. Each chapter builds on material introduced earlier in the book, so you can master one core building block before moving on to the next. You'll explore fundamental topics such as loops, arrays, objects, and classes, using the easy-to-learn Ruby programming language. Then you'll put everything together in the last chapter by programming a simple game of tic-tac-toe. Learn how to write algorithms to solve real-world problems Understand the basics of computer architecture Examine the basic tools of a programming language Explore sequential, conditional, and loop programming structures Understand how the array data structure organizes storage Use searching techniques and comparison-based sorting algorithms Learn about objects, including how to build your own Discover how objects can be created from other objects Manipulate files and use their data in your software Learn to build Rails-based web applications using all the latest features offered in Rails 5.2. Author Stefan Wintermeyer begins by teaching the basics of Ruby 2.5 before proceeding through all aspects of Rails, utilizing clean, succinct examples – rather than a single large application. This book covers topics including Active Storage, Credentials, Active Record, Scaffolding, REST, Routing, Bundler, Forms, Cookies, and Sessions, all of which are vital for modern Rails web applications. To complement these topics you'll also learn about test-driven development, Action Cable, Active Job, Action Mailer, I18n, Asset Pipeline, and caching. Finally, you'll see a how-to for a production web server with nginx. This complete set of skills will set you up for a future of efficient and elegant Rails coding. What You Will Learn Use the Ruby on Rails web development framework Install and manage the Rails framework Persist data for your web application with Active Record Work with forms Apply a test-driven development approach to your Rails-based web applications Discover many Rails secrets and tips Who This Book Is For Beginners with at least some prior programming experience. Ruby experience is helpful, but not required.

Become an accomplished Ruby programmer by understanding the design principles, best practices, and trade-offs involved in implementation approaches to keep your Ruby applications maintainable in the long term Key Features Understand the design principles behind polished Ruby code and trade-offs between implementation approaches Use metaprogramming and DSLs to reduce the amount of code needed without decreasing maintainability Learn Ruby web application design principles and strategies for databases, security, and testing Book Description Most successful Ruby applications become difficult to maintain over time as the codebase grows in size. Polished Ruby Programming provides you with recommendations and advice for designing Ruby programs that are easy to maintain in the long term. This book takes you through implementation approaches for many common programming situations, the trade-offs inherent in each approach, and why you may choose to use different approaches in different situations. You'll start by learning fundamental Ruby programming principles, such as correctly using core classes, class and method design, variable usage, error handling, and code formatting. Moving on, you'll learn higher-level programming principles, such as library design, use of metaprogramming and domain-specific languages, and refactoring. Finally, you'll learn principles specific to web application development, such as how to choose a database and web framework, and how to use advanced security features. By the end of this Ruby programming book, you'll have gained the skills you need to design robust, high-performance, scalable, and maintainable Ruby applications. While most code examples and principles discussed in the book apply to all Ruby versions, some examples and principles are specific to Ruby 3.0, the latest release at the time of publication. What you will learn Use Ruby's core classes and design custom classes effectively Explore the principles behind variable usage and method argument choice Implement advanced error handling approaches such as exponential backoff Design extensible libraries and plugin systems in Ruby Use metaprogramming and DSLs to avoid code redundancy Implement different approaches to testing and understand their trade-offs Discover design patterns, refactoring, and optimization with Ruby Explore database design principles and advanced web app security Who this book is for If you already know how to program in Ruby and want to learn more about the principles and best practices behind writing maintainable, scalable, optimized, and well-structured Ruby code, then this Ruby book is for you. Intermediate to advanced-level working knowledge of the Ruby programming

language is expected to get the most out of this book.

"Code is the 21st century literacy and the need for people to speak the ABCs of Programming is imminent." --Linda Liukas Meet Ruby--a small girl with a huge imagination. In Ruby's world anything is possible if you put your mind to it. When her dad asks her to find five hidden gems Ruby is determined to solve the puzzle with the help of her new friends, including the Wise Snow Leopard, the Friendly Foxes, and the Messy Robots. As Ruby stomps around her world kids will be introduced to the basic concepts behind coding and programming through storytelling. Learn how to break big problems into small problems, repeat tasks, look for patterns, create step-by-step plans, and think outside the box. With hands-on activities included in every chapter, future coders will be thrilled to put their own imaginations to work.

An expert guide to Ruby, a popular new Object-Oriented Programming Language Ruby is quickly becoming a favourite among developers who need a simple, straight forward, portable programming language. Ruby is ideal for quick and easy object-oriented programming such as processing text files or performing system management. Having been compared with other programming languages such as Perl, Python, PCL, Java, Eiffel, and C++; Ruby is popular because of its straight forward syntax and transparent semantics. Using step-by-step examples and real world applications, the Ruby Developer's Guide is designed for programmers and developer's looking to embrace the object-oriented features and functionality of this robust programming language. Readers will learn how to develop, implement, organize and deploy applications using Ruby. Ruby is currently experiencing a rapid rise in popularity in the object-oriented programming community Readers receive up-to-the minute links, white papers, and analysis for two years at [solutions@syngress.com](mailto:solutions@syngress.com) Comes with a wallet-sized CD containing a printable HTML version of the book, all of the source code examples and demos of popular Ruby third-party programming tools and applications

Learn to ProgramPragmatic Bookshelf

"Ruby is a true object-oriented programming language that makes the craft of programming easier. Ruby is a transparent language: It doesn't obscure your program behind unnecessary syntax or reams of extra support code." "Guided by the Principle of Least Surprise, Ruby embodies the values of consistency and simplicity of expression. It's more than a programming language: It's a concise way of expressing ideas. Ruby supports natural intelligence - yours." "Programming Ruby: The Pragmatic Programmer's Guide is your complete Ruby resource. It provides a tutorial and overview of Ruby version 1.6; a detailed description of the language's structure, syntax, and operation; a guide to building applications with Ruby; and a comprehensive library reference."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

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