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Effective Ruby Learning Ruby The Ruby Programming Language Programming Ruby Beginning Ruby Beginning Ruby Head First Ruby Ruby Programming for the Absolute Beginner Ruby I Love Ruby Ruby Pocket Reference Ruby Pocket Reference Ruby Quick Syntax Reference Ruby Programming The Ultimate Guide to Ruby Programming The Ruby Way The Ruby Way Ruby on Rails: Up and Running The Book of Ruby Rails Cookbook Ruby Cookbook Beginning Rails 4 Ruby by Example Computer Science Programming Basics in Ruby Beginning Rails Learn Game Programming with Ruby Beginning Ruby 3 Practical Ruby Projects Ruby on Rails Tutorial Logging in Action Ruby on Rails For Dummies Eloquent Ruby Making Use of Ruby Ruby For Kids For Dummies Ruby in Practice Ruby Programming for Medicine and Biology Ruby Best Practices Learn Ruby the Hard Way Programming Ruby 1.9 & 2.0 Ruby Wizardry

The Ruby Programming Language is the authoritative guide to Ruby and provides comprehensive coverage of versions 1.8 and 1.9 of the language. It was written (and illustrated!) by an all-star team: David Flanagan, bestselling author of programming language "bibles" (including JavaScript: The Definitive Guide and Java in a Nutshell) and committer to the Ruby Subversion repository. Yukihiro "Matz" Matsumoto, creator, designer and lead developer of Ruby and author of Ruby in a Nutshell, which has been expanded and revised to become this book. why the lucky stiff, artist and Ruby programmer extraordinaire. This book begins with a quick-start tutorial to the language, and then explains the language in detail from the bottom up: from lexical and syntactic structure to datatypes to expressions and statements and on through methods, blocks, lambdas, closures, classes and modules. The book also includes a long and thorough introduction to the rich API of the Ruby platform, demonstrating -- with heavily-commented example code -- Ruby's facilities for text processing, numeric manipulation, collections, input/output, networking, and concurrency. An entire chapter is devoted to Ruby's metaprogramming capabilities. The Ruby Programming Language documents the Ruby language definitively but without the formality of a language specification. It is written for experienced programmers who are new to Ruby, and for current Ruby programmers who want to challenge their understanding and increase their mastery of the language. There may be no better way to learn how to program than by dissecting real, representative examples written in your language of choice. Ruby by Example analyzes a series of Ruby scripts, examining how the code works, explaining the concepts it illustrates, and showing how to modify it to suit your needs. Baird's examples demonstrate key features of the language (such as inheritance, encapsulation, higher-order functions, and recursion), while simultaneously solving difficult problems (such as validating XML, creating a bilingual program, and creating command-line interfaces). Each chapter builds upon the previous, and each key concept is highlighted in the margin to make it easier for you to navigate the book. You'll learn how to: -Use the interactive Ruby shell (irb) to learn key features of the language -Extend Ruby using RubyGems, the Ruby package manager -Create numerical utilities, as well as utilities that process and analyze HTML/XML -Implement purely functional and metaprogramming techniques to save time and effort -Optimize, profile, and test your code to make sure that it not only does its job, but does it well -Create web applications using Rails Ruby is the fastest growing programming language today, and for good reason: its elegant syntax and readable code make for prolific and happy programmers. But it can be difficult to understand and implement without a little help. Ruby by Example shows you how to take advantage of Ruby as you explore Ruby's fundamental concepts in action. The fun way to introduce coding with Ruby to kids If you don't have the chance to take coding classes at school or in camp—or if you just want to learn on your own—Ruby For Kids gears you up to expand your technology skills and learn this popular programming language. Written in a way that's easy to follow—and keeping the super tech-heavy stuff to a minimum—it quickly and easily shows you how to use Ruby to create web and mobile applications with no experience required. Ruby is considered one of the best and simplest languages to start with when you're learning coding. This fun and friendly guide makes it even easier. Broken down into simple projects designed to appeal to younger

programmers, Ruby For Kids gets you up and running with core coding concepts in no time. Before you know it, you'll be tackling hands-on projects, enjoying the support of a vibrant community, and feeling a sense of accomplishment as you complete projects. Navigate the basics of coding with the Ruby language Use Ruby to create your own applications and games Find help from other Ruby users Offers tips for parents and teachers helping kids learn Ruby So what are you waiting for? Ruby For Kids has everything you need to get in on one of the most popular topics around! This book is for those new to programming or that know other programming languages and would like to know Ruby. The book teaches the fundamentals of object-oriented programming and starts with creating a basic program. Everything is covered such as control structures and variables, taking input, and creating output. Moving from the basic to more advanced topics, a solid understanding of Ruby is taught in logical progression. The book ends with an overview of the Web development framework, Ruby on Rails. 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. 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. Ruby Quick Syntax Reference is a condensed code and syntax reference to the Ruby scripting language. It presents the essential Ruby syntax in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any Ruby programmer. In Ruby Quick Syntax Reference, you will find: A concise reference to the Ruby language syntax. Short, simple, and focused code examples. A well laid out table of contents and a comprehensive index, allowing easy review. 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.

What You Will 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 use them effectively Do network programming with Ruby Who This Book Is For Beginning programmers, programmers new to Ruby, and web developers interested in learning the foundations of the Ruby programming language.

Revitalized by Ruby on Rails, the Ruby language continues to grow in popularity. Books like this are necessary to fill the demand. Here is a classic of its kind; required reading for Ruby programmers who have already mastered the basics and want to learn higher level techniques. Practical Ruby Projects presents nine diverse projects that will teach new and innovative techniques in a learn-by-example fashion. They include a turn-based adventure game and a generative music creator. While there are many other Ruby titles, none of them take this unique project-based approach to teaching. Rails Cookbook is packed with the solutions you need to be a proficient developer with Rails, the leading framework for building the new generation of Web 2.0 applications. Recipes range from the basics, like installing Rails and setting up your development environment, to the latest techniques, such as developing RESTful web services. With applications that are code light, feature-full and built to scale quickly, Rails has revolutionized web development. The Rails Cookbook addresses scores of real-world challenges; each one includes a tested solution, plus a discussion of how and why it works, so that you can adapt the techniques to similar situations. Topics include: Modeling data with the ActiveRecord library Setting up views with ActionView and RHTML templates Building your application's logic into ActionController Testing and debugging your Rails application Building responsive web applications using JavaScript and Ajax Ensuring that your application is security and performs well Deploying your application with Mongrel and Apache Using Capistrano to automate deployment Using the many Rails plugins Working with graphics Whether you're new to Rails or an experienced developer, you'll discover ways to test, debug and secure your applications, incorporate Ajax, use caching to improve performance, and put your application into production. Want to get ahead of the Web 2.0 curve? This valuable cookbook will save you hundreds of hours when developing applications with Rails. 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. Based on the bestselling first edition, *Beginning Ruby: From Novice to Professional, Second Edition* is the leading guide for every type of reader who wants to learn Ruby from the ground up. The new edition of this book provides the same excellent introduction to Ruby as the first edition plus updates for the newest version of Ruby, including the addition of the Sinatra and Ramaze web application frameworks and a chapter on GUI development so developers can take advantage of these new trends. *Beginning Ruby* starts by explaining the principles behind object-oriented programming and within a few chapters builds toward creating a full Ruby application. By the end of the book, in addition to in-depth knowledge of Ruby, you'll also have basic understanding of many ancillary technologies such as SQL, XML, web frameworks, and networking. Introduces readers to the Ruby programming language Takes readers from basic programming skills to web development with topics like Ruby-based frameworks and GUI programming Covers many ancillary technologies in order to provide a broader picture (e.g., databases, XML, network daemons) If you're an experienced Ruby programmer, *Effective Ruby* will help you harness Ruby's full power to write more robust, efficient, maintainable, and well-performing code. Drawing on nearly a decade of Ruby experience, Peter J. Jones brings together 48 Ruby best practices, expert tips, and shortcuts—all supported by realistic code examples. Jones offers practical advice for each major area of Ruby development, from modules to memory to metaprogramming. Throughout, he uncovers little-known idioms, quirks, pitfalls, and intricacies that powerfully impact code behavior and performance. Each item contains specific, actionable, clearly organized guidelines; careful advice; detailed technical arguments; and illuminating code examples. When multiple options exist, Jones shows you how to choose the one that

will work best in your situation. *Effective Ruby* will help you systematically improve your code—not by blindly following rules, but by thoroughly understanding Ruby programming techniques. Key features of this concise guide include How to avoid pitfalls associated with Ruby's sometimes surprising idiosyncrasies What you should know about inheritance hierarchies to successfully use Rails (and other large frameworks) How to use misunderstood methods to do amazingly useful things with collections Better ways to use exceptions to improve code reliability Powerful metaprogramming approaches (and techniques to avoid) Practical, efficient testing solutions, including MiniTest Unit and Spec Testing How to reliably manage RubyGem dependencies How to make the most of Ruby's memory management and profiling tools How to improve code efficiency by understanding the Ruby interpreter's internals 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. 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!) Updated for Ruby 2.2, this handy reference offers brief yet clear explanations of Ruby's core elements—from operators to blocks to documentation creation—and highlights the key features you may work with every day. Need to know the correct syntax for a conditional? Forgot the name of that String method? This book is organized to help you find the facts fast. *Ruby Pocket Reference, 2nd Edition* is ideal for experienced programmers who are new to Ruby. Whether you've come to Ruby because of Rails, or you want to take advantage of this clean, powerful, and expressive language for other applications, this reference will help you easily pinpoint the information you need. You'll find detailed reference material for: Keywords, operators, comments, numbers, and symbols Variables, pre-defined global variables, and regular expressions Conditional statements, method use, classes, and exception handling Methods for the BasicObject, Object, Kernel, String, Array, and Hash classes Time formatting directives New syntax since Ruby 1.9 Ruby is a free and powerful programming language that can be used to develop programs to meet nearly any programming challenge, including scripting, application programming and Web development. This new text teaches Ruby programming through a lively hands-on approach and a focus on game development. Students begin by learning the fundamentals of computer programming and will move on to mastering the concepts and

principles involved in Ruby programming. Topics covered include formulating regular expressions, basic debugging techniques, and performing file and folder administration. For those students interested in learning how to do Web development with Ruby using Ruby on Rails, this book also provides the necessary prerequisite foundation and introduction. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. 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. Once again, Jules J. Berman provides biomedical researchers and hospital professionals with an introduction to a time-saving programming language. In this new how-to manual, Berman expertly guides both experienced and inexperienced programmers through the Ruby programming language. Ruby Programming for Medicine and Biology opens with three chapters of Ruby language instruction followed by discussions of 100 Ruby scripts covering the most common computational tasks in the field of biomedicine. With helpful explanations of how scripts work, and how they might be implemented in real-world situations, readers will become familiar with this free, open source, object-oriented programming language that is quickly gaining momentum within the bioinformatics community. 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. 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 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. Beginning Ruby is a thoroughly contemporary guide to this powerful object-oriented language. It's one of the only guides aimed at both the novice programmer as well as experienced developers who are new to Ruby. The book starts by explaining the principles behind object oriented programming and within a few chapters builds towards creating a genuine Ruby application. The book then explains key Ruby principles, such as classes and objects; projects, modules and libraries; and other aspects of Ruby such as database access. In addition, Ruby on Rails is covered in some depth and the book's appendixes provide essential and long-lasting reference information. 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. Although Ruby is an easy language to learn, in the heat of action you may find that you can't remember the correct syntax for a conditional or the name of a method. This handy pocket reference offers brief yet clear explanations of Ruby's core components, from operators to reserved words to data structures to method syntax, highlighting those key features that you'll likely use every day when coding Ruby. Whether you've come to Ruby because of the Rails web development framework --Ruby's killer app -- or simply because it's a relatively clean, powerful and expressive language that's useful for a lot of applications, the Ruby Pocket Reference is organized to help you find what you need quickly. This book not only will get you up to speed on how Ruby works, it provides you with a handy reference you can use anywhere, anytime. In this book, you find essential information on: Reserved words, operators, comments, numbers, variables, ranges, and symbols Predefined variables and global constants Conditional statements, method use, classes, and modules (mixins) Lists of methods from the Object, String, Array, and Hash classes and the Kernel module sprintf and time formatting directories Interactive Ruby (irb) and the Ruby debugger Ruby documentation You also get information on the RubyGems package utility and Rake, a build tool similar to make.. If you're using Ruby daily and just want the facts--fast--Ruby Pocket Reference is your book. Logging in Action teaches you to record and analyze application and infrastructure data using Fluentd. Using clear, relevant examples, it shows you exactly how to transform raw system data into a unified stream of actionable information. You'll discover how logging configuration impacts the way your system functions and set up Fluentd to handle data from legacy IT environments, local data centers, and massive Kubernetes-driven distributed systems. You'll even learn how to implement complex log parsing with RegEx and output events to MongoDB and Slack. This book not only teaches the necessary skill set to become a proficient Ruby on Rails developer, it also explains the theory needed for the developer to explore and learn on their own. The reader will not be burdened by yet another set of "hello world" and other mundane examples. In this text they will learn Ruby on Rails by creating real world projects; a task manager, RSS aggregator, a community manager similar to MySpace.com, and an Amazon based store. While the book covers the basics for beginners, it also offers more advanced tools, including Ajax and a detailed discussion of ActiveRecord and ActionPack. 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. Ruby in Practice increases your productivity by showing you specific Ruby techniques you can use in your projects. The book offers detailed strategies for using Ruby in a large-scale environment. You'll see concrete examples of integration, messaging, web development, and databases, all presented in a clear Problem/Solution format. This book won't help you push your deadline back, but it will help you get the job done in less time. Above all, Ruby in Practice is a practical book for developers who want an in depth understanding of the Ruby language and its toolset. The book is divided into three major parts. The first part concentrates on issues that developers face both from within their organizations and from their peers. The authors weigh the costs and benefits of using Ruby in enterprise development projects, the over-riding theme being that every developer should always aim to use the right tool for any particular job. The authors then examine the pros and cons of developing with Ruby, and where appropriate, compare Ruby to other languages, both conceptually and in code. The second part discusses techniques for communication and integration of systems. The authors describe how libraries and techniques are used to facilitate messaging, web development and communication automation. They also focus on how the strategies in the first section can be used with these libraries to make development more flexible and efficient. The last part shows how to manage data and integrate with existing data using Ruby. The authors describe techniques for using existing Ruby libraries that either replace popular Java libraries or can interface with existing data in a different way. They go on to show you how strategies covered in the first section can be used to enable Ruby to interact with existing assets or to build new data systems. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. The Ruby Way takes a "how-to" approach to Ruby programming with the bulk of the material consisting of more than 400 examples arranged by topic. Each example answers the question "How do I do this in Ruby?" Working along with the author, readers are presented with the task description and a discussion of the technical constraints. This is followed by a step-by-step presentation of one good solution. Along the way, the author provides detailed commentary and explanations to aid understanding. Ruby is an interpreted language, capable of saving programmers considerable time during program development since no compilation and linking are necessary. It is ideal for writing text-processing applications, server-side scripts, application prototypes, mathematics, and for many everyday programming tasks. * Reviews Ruby's clever syntax and demonstrates why that makes it a perfect choice for beginning programmers, and also shows how its multipurpose capabilities make it a sound choice for experienced developers * Explores Ruby's uses for prototyping, text processing, and other tasks 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. For more than a decade, Ruby developers have turned to The Ruby Way for reliable "how-to" guidance on effective Ruby programming. Now, Hal Fulton and André Arko have thoroughly updated this classic guide to cover new language enhancements and developers' experiences through Ruby 2.1. The new edition illuminates Ruby 2.1 through 400+ examples, each answering the question: "How do I do this in Ruby?" For each example, they present both a task description and realistic technical constraints. Next, they walk step-by-step through presenting one good solution, offering detailed explanations to promote deeper understanding. Conveniently organized by topic, The Ruby Way, Third Edition makes it easier than ever to find the specific solution you want—and to write better code by reflecting Ruby's unique philosophy and spirit. Coverage includes Ruby 2.1 overview: terminology, philosophy, and basic principles Best practices for strings and regular expressions Efficiently internationalizing your code Performing calculations (including trigonometry, calculus, statistics, and time/date calculations) Working with "Rubyesque" objects such as symbols and ranges Using arrays, hashes, stacks, queues, trees, graphs, and other data structures Efficiently storing data with YAML, JSON, and SQLite3 Leveraging object-oriented and dynamic features, from multiple constructors to program inspection Building GUIs with Shoes 4, Ruby/Tk, Ruby/GTK3, QtRuby, and other toolkits Improving thread performance by understanding Ruby's synchronization methods and avoiding its pitfalls Automating system administration with Ruby Data formats: JSON, XML, RSS, Atom, RMagick, PDF, and more Testing and debugging with RSpec, Minitest, Cucumber, byebug, and pry Measuring Ruby program performance Packaging and distributing code, and managing dependencies with Bundler Network programming: clients, time servers, POP, SMTP, IMAP, Open-URI Web applications: HTTP servers, Rails, Sinatra, HTML generation, and more Writing distributed Ruby software with drb Choosing modern development tools that maximize your productivity All source code for this book may be downloaded at www.rubyhacker.com. informit.com/aw informit.com/ruby rubyhacker.com/therubyway therubyway.io Starting out Ruby programming, then probaly this book is the most easiest way to learn it. This book comes complete with tens of example code. Beginning Rails 4 is a book that will guide you from never having programmed with Ruby, to having a Rails application built and deployed to the web. You'll learn how to combine all the components of Rails to develop your own web applications. You will use test driven development to make sure your application works exactly like you expect. You will learn how to use Git for source control and best practice techniques to create applications like a pro. Essential, and often-missed, information on testing and learning to program with Ruby are also covered. This book is well suited for someone with little to no Ruby or Rails experience, or possibly even someone with no experience developing web applications at all. Beginning Rails 4 does assume a basic familiarity with the web and typical web terms, but doesn't require you to be an expert of these. This book will springboard your journey into web application development, and show you how much fun building web applications with Ruby on Rails can be. Learn to create Rails applications from the bottom up Learn the basics of the Ruby programming language Completely updated for Rails 4, including new information on turbo links, etc. Beginning Rails 4 gently guides you through designing your application, writing tests for the application, and then writing the code to make your application work as expected. 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 A tutorial and reference to the object-oriented programming language for beginning to experienced programmers, updated for version 1.8, describes the language's structure, syntax, and operation, and explains how to build applications. Original. (Intermediate) 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 Quickly create Web sites with this powerful tool Use this free and easy programming language for e-commerce sites and blogs If you need to build Web and database applications quickly but you don't dream in computer code, take heart! Ruby on Rails was created for you, and this book will have you up and running in no time. The Ruby scripting language and the Rails framework let you create full-featured Web applications fast. It's even fun! Discover how to Install and run Ruby and Rails Use the RadRails IDE Create a blog with Ruby Connect your Web site to a database Build a shopping cart Explore Ruby's syntax

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