Ruby Programming Masters Handbook A True Beginners Guide Problem Solving Code Data Science Data Structures Algorithms Code Like A Pro In Web Design Tech Perl Ajax Swift Python

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Practical Object-oriented Design in Ruby - Sandi Metz 2013
The Complete Guide to Writing More Maintainable, Manageable, Pleasing, and Powerful Ruby Applications Ruby's widely admired ease of use has a downside: Too many Ruby and Rails applications have been created without concern for their long-term maintenance or evolution. The Web is awash in Ruby code that is now virtually impossible to change or extend. This text helps you solve that problem by using powerful real-world object-oriented design techniques, which it thoroughly explains using simple and practical Ruby examples. This book focuses squarely on object-oriented Ruby application design. Practical Object-Oriented Design in Ruby will guide you to superior outcomes, whatever your previous Ruby experience. Novice Ruby programmers will find specific rules to live by; intermediate Ruby programmers will find valuable principles they can flexibly interpret and apply; and advanced Ruby programmers will find a common language they can use to lead development and guide their colleagues. This guide will help you Understand how object-oriented programming can help you craft Ruby code that is easier to maintain and upgrade Decide what belongs in a single Ruby class Avoid entangling objects that should be kept separate Define flexible interfaces among objects Reduce programming overhead costs with duck typing Successfully apply inheritance Build objects via composition Design cost-effective tests Solve common problems associated with poorly designed Ruby code

Ruby Wizardry - Eric Weinstein 2014-12-14
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!)

Coding Games - Robert C Matthews 2020-12-03
The Complete 3 Books Series on Coding GamesBook 1Do you want a comprehensive guide to everything you need to know to start making your first game?If your answer to any of these questions is "yes" then this is the book for you. We'll be going over every facet of game programming, ranging from how to set your expectations of what you're getting into right up to creating the games themselves.In this book you'll discover...-How to program a vast variety of different game genres.-The most important game design elements crucial to your success.-How to use the Gosu library to make games in Ruby.-The best way to

ensure your RPG Maker game is better than the rest.-A crash-course in Unity to kick start your professional careerThis book won't just teach you how to code. Rather, it'll teach you the ins and outs of game design so that you can make a game that's actually fun and entertaining, rather than just a classroom project. Book 2Learning how to code properly sometimes can be very perplexing and needlessly complicated. Or even worse, boring. Instead of actively learning new programs or exciting new applications of your code, you are forced to go through hundreds of boring texts, all filled with confusing texts and hopelessly mysterious symbols. This wasn't what you expected! Surely there must be a better way to learn how to program and make coding more fun! And there is. There exists one simple solution that, in one fell swoop can transform learning how to code from an insanely boring experience to an entertaining pleasant journey. How you wonder? By making the whole experience a game!In this book Coding Games, we will show you what coding is, its fundamental concepts, and how you can master the basic principles of coding through games. For anyone tired of learning to code boringly, or just someone looking for a more fun way to attract their young ones into computer programming, this book will be quite an illuminating read for you! Book3This book's ideology is simple and straight-forward: equip the user with the most important concepts to catapult your game development skills. When looking for a good book that explains game programming, readers are usually bombarded with information from the author without any context. Often, code doesn't make sense, hasn't been explained properly, and the concepts the author tries to explain are unclear. The main reason for this is that authors, when writing technical books such as this, assume that the reader will have the context for every small detail they leave out and every major detail they choose to convey. This book was written with particular care to keep the reader's perspective in mind instead of the author's knowledge, because at the end of the day, the books' purpose is to teach you, rather than leave you disappointed. This book stays true to its purpose and builds upon the content discussed in the previous series. Even though readers coming to the advanced level of game programming should be confident in their intermediate and basic level understanding of the topic, the chapters' content is careful not to leave anything ambiguous to the reader. Here are some of the key features that you will find in this book: -Important and fundamental topics that are key to advanced game programming.-Well-versed explanations after every block of code to facilitate better delivery of the concepts.-A proper topic architecture such that every chapter builds upon the previous one.-Friendly and explanatory vocabulary with minimum jargon to ensure a better reading experience.In this book you will learn-Start up and shut down sequences-Application layers-How to create game objects and characters-How to create game loops-How to program devices and user interfaces-Sounds, animations, and much more!

Ruby Programming for the Absolute Beginner - Jerry Lee Ford, Jr. 2007
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.

The Pragmatic Programmer - Andrew Hunt 1999-10-20

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.

Ruby Best Practices - Gregory T Brown 2009-06-11
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.

C# - Ryan Turner 2020-04-18
Are you searching for a coding language that will work for you? Do you want to create your own website of desktop applications? If so, C# is the right choice for you. When it comes to programming and choosing a coding language there are so many on the market that the beginner is faced with a bewildering choice and it can appear that they all do much the same job. But if creating visually elegant and functional applications is what you want, then C# is the one for you. Now, with C#: 2 books in 1 - The Ultimate Beginner's & Intermediate Guide to Learn C# Programming Step by Step, even a complete beginner can start to understand and develop programs and increase his knowledge with it through chapters on: Book 1 • What C# is • An overview of the features • Program structure and basic syntax • Working with variables • The conditional statements • C# methods • 7 data types supported by C# • Accurate use of operators and conditional statements • Proper use of arrays, structures, and encapsulations • And lots more... Book 2 • How C# was conceived and where it came from • C# interfaces and how to use them • Advanced decision statements and flow control • The different functions that are available • An introduction to garbage collections • Asynchronous programming and what it does • And much more... Book 3 • An insight into advanced C# languages • Dealing with unary and binary operators overload • Simple ways to fix name clashes • How to create and apply custom attributes • The benefits of CIL and dynamic assemblies • Graphics rendering made easy • The purpose and uses for NET core With the information contained in this book you could be on your way to learning how this guide can develop and expand on your programming knowledge and lead you to exciting new discoveries in this fascinating subject. This book will help you take the next step up from the basics of C# quickly and seamlessly. Get a copy now and begin your journey to a better and simpler world of programming.

Ruby Developers Guide - Syngress 2002-02-06
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 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

Drupal 8 for Absolute Beginners - James Barnett 2015-12-02
Drupal 8 for Absolute Beginners is your definitive guide to starting from scratch with Drupal even if you have little web knowledge. This book teaches you the basics of HTML, CSS, JavaScript, and PHP in relation to Drupal, so that you can begin to use this popular CMS with all of its features. You will first learn how to set up and customize a basic blog using Drupal, one of the most powerful and popular content management systems available today. From there you will learn the basics of HTML, CSS, JavaScript and PHP, and apply this knowledge to create your own custom Drupal module. You will learn how to build, style, and add functionality to your own Drupal module from scratch. You will then use Drush to apply a theme to Drupal, customizing everything to your liking, before publishing your work to the world. The book also covers some more advanced topics that beginners often ask about, such as getting set up with Git and using source control, using MySQL to interact with a database, and a guide to getting up and running with Linux. Rarely has all the knowledge required to start with Drupal been collated in one place as it is in Drupal 8 for Absolute Beginners. You need no prior knowledge of the web, only a desire to learn. The book is fully supported by video material on the author's website. Start your Drupal journey with this book today!

The Well-Grounded Rubyist - Joe Leo 2019-03-05
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

The Art of Failure - Jesper Juul 2013-02-22

An exploration of why we play video games despite the fact that we are almost certain to feel unhappy when we fail at them. We may think of video games as being "fun," but in The Art of Failure, Jesper Juul claims that this is almost entirely mistaken. When we play video games, our facial expressions are rarely those of happiness or bliss. Instead, we frown, grimace, and shout in frustration as we lose, or die, or fail to advance to the next level. Humans may have a fundamental desire to succeed and feel competent, but game players choose to engage in an activity in which they are nearly certain to fail and feel incompetent. So why do we play video games even though they make us unhappy? Juul examines this paradox. In video games, as in tragic works of art, literature, theater, and cinema, it seems that we want to experience unpleasantness even if we also dislike it. Reader or audience reaction to tragedy is often explained as catharsis, as a purging of negative emotions. But, Juul points out, this doesn't seem to be the case for video game players. Games do not purge us of unpleasant emotions; they produce them in the first place. What, then, does failure in video game playing do? Juul argues that failure in a game is unique in that when you fail in a game, you (not a character) are in some way inadequate. Yet games also motivate us to play more, in order to escape that inadequacy, and the feeling of escaping failure (often by improving skills) is a central enjoyment of games. Games, writes Juul, are the art of failure: the singular art form that sets us up for failure and allows us to experience it and experiment with it. The Art of Failure is essential reading for anyone interested in video games, whether as entertainment, art, or education.

The Ruby Programming Language - David Flanagan 2008-01-25

A guide to Ruby programming covers such topics as datatypes and objects, expressions, classes and modules, control structures, and the Ruby platform.

The The Complete Metasploit Guide - Sagar Rahalkar 2019-06-25

Master the Metasploit Framework and become an expert in penetration testing. Key FeaturesGain a thorough understanding of the Metasploit FrameworkDevelop the skills to perform penetration testing in complex and highly secure environmentsLearn techniques to integrate Metasploit with the industry's leading toolsBook Description Most businesses today are driven by their IT infrastructure, and the tiniest crack in this IT network can bring down the entire business. Metasploit is a pentesting network that can validate your system by performing elaborate penetration tests using the Metasploit Framework to secure your infrastructure. This Learning Path introduces you to the basic functionalities and applications of Metasploit. Throughout this book, you'll learn different techniques for programming Metasploit modules to validate services such as databases, fingerprinting, and scanning. You'll get to grips with post exploitation and write quick scripts to gather information from exploited systems. As you progress, you'll delve into real-world scenarios where performing penetration tests are a challenge. With the help of these case studies, you'll explore client-side attacks using Metasploit and a variety of scripts built on the Metasploit Framework. By the end of this Learning Path, you'll have the skills required to identify system vulnerabilities by using thorough testing. This Learning Path includes content from the following Packt products: Metasploit for Beginners by Sagar RahalkarMastering Metasploit - Third Edition by Nipun JaswalWhat you will learnDevelop advanced and sophisticated auxiliary modulesPort exploits from Perl, Python, and many other programming languagesBypass modern protections such as antivirus and IDS with MetasploitScript attacks in Armitage using the Cortana scripting languageCustomize Metasploit modules to modify existing exploitsExplore the steps involved in post-exploitation on Android and mobile platformsWho this book is for This Learning Path is ideal for security professionals, web programmers, and pentesters who want to master vulnerability exploitation and get the most of the Metasploit Framework. Basic knowledge of Ruby programming and Cortana scripting language is required.

Intro To Ruby Programming - John Elder 2016-05-10

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

Powering Up a Career in Internet Security - Don Rauf 2015-07-15

While the continued growth of the Internet has opened unprecedented possibilities for users, it has been accompanied by an upsurge in data breaches and cyberattacks that continue to threaten ordinary individuals as well as banks, businesses, and international relations. As we explore the still-uncharted frontiers of the web, the demand for professionals who can develop software, monitor electronic data, test systems for vulnerabilities, and more has skyrocketed. This volume guides readers past the firewalls and shows them what it takes to become an entry-level worker and how to climb the ladder to become a specialist in the ever-expanding field of cybersecurity.

Ruby on Rails Tutorial - Michael Hartl 2016-11-17

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

Python Programming - Adam Bash 2020-12-20

Computer Science Programming Basics in Ruby - Ophir Frieder 2013-04-18
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

Getting to Know Ruby - Heather Moore Niver 2014-07-15
Computer programming can be intimidating for anyone, particularly a beginner. Making that task a bit easier is Ruby, an open-source programming language that is becoming increasingly popular among middle school and high school students. Readers are introduced to the many facets of Ruby, including the language's history, the basics of operation, and implementation of the system's application framework, Ruby on Rails. Discussions of less than optimal aspects of the system and user concerns ensure that the coverage is well-rounded. The accessible text is as easy to understand as Ruby itself. Get to know Ruby!

Django for Beginners - William S. Vincent 2021-12-16
Completely updated for Django 4.0! Django for Beginners is a project-based introduction to Django, the popular Python-based web framework. Suitable for total beginners who have never built a website before as well as professional programmers looking for a fast-paced guide to modern web development and Django fundamentals. In the book you'll learn how to: * Build 5 websites from scratch, including a Blog and Newspaper * Deploy online using security best practices * Customize the look and feel of your sites * Write tests and run them for all your code * Integrate user authentication, email, and custom user models * Add permissions and authorizations to make your app more secure If you're curious about Python-based web development, Django for Beginners is a best-practices guide to writing and deploying your own websites quickly.

Fundamentals of Computer Programming with C# - Svetlin Nakov 2013-09-01
The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from http://introprogramming.info. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: http://www.introprogramming.info License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Comprehensive Ruby Programming - Jordan Hudgens 2017-06-30
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.

Pro Couchbase Development - Deepak Vohra 2015-08-06
Pro Couchbase Development: A NoSQL Platform for the Enterprise discusses programming for Couchbase using Java and scripting languages, querying and searching, handling migration, and integrating Couchbase with Hadoop, HDFS, and JSON. It also discusses migration from other NoSQL databases like MongoDB. This book is for big data developers who use Couchbase NoSQL database or want to use Couchbase for their web applications as well as for those migrating from other NoSQL databases like MongoDB and Cassandra. For example, a reason to migrate from Cassandra is that it is not based on the JSON document model with support for a flexible schema without having to define columns and supercolumns. The target audience is largely Java developers but the book also supports PHP and Ruby developers who want to learn about Couchbase. The author supplies examples in Java, PHP, Ruby, and JavaScript. After reading and using this hands-on guide for developing with Couchbase, you'll be able to build complex enterprise, database and cloud applications that leverage this powerful platform.

Mastering Ruby on Rails - Sufyan bin Uzayr 2022-04-07
There is no shortage of programming languages and frameworks out there. But in the midst of all this, Ruby on Rails stands out. Despite losing out on the top spot to other contenders, Ruby on Rails has earned for itself a position of repute and a robust user base. Ever since its debut in 2004, Ruby on Rails has rapidly become one of the most impactful and popular tools for building dynamic web applications. Rails owes much of its success to its compact design and the usage of the underlying Ruby language. It effectively creates a domain-specific language for writing web applications. As a result, many common web programming tasks—such as generating HTML, making data models, and routing URLs—are easier with Rails. Although its outstanding capabilities have made Ruby on Rails one of the world's most popular web development frameworks, some might still find it challenging to learn and use. Mastering Ruby on Rails: A Beginner's Guide could be just the right solution for that. Whatever your previous web development experience is, Mastering Ruby on Rails can guide you to true Rails proficiency. It will help you to: Install and set up your Rails development environment Go beyond generated code to build Rails applications from scratch Effectively use the Model-View-Controller (MVC) pattern Master the Ruby programming skills all Rails developers need Define high-quality site layouts and data models Add social features and navigate Asynchronous Javascript and XML (Ajax) Mastering Ruby on Rails will walk you through Rails' inner workings and equip you to tackle complicated projects with solutions that are well-tested, adaptive, and easy to maintain. This book starts by explaining critical points behind object-oriented programming and builds toward creating a full Rails application within a few chapters. By the end of this book, besides in-depth knowledge of Rails, you will also have a basic understanding of many supporting technologies such as SQL, web frameworks, and Integrated Development Environment (IDE). You will be able to quickly grasp the Rails methodology by focusing on the development from the point of view of the beginner-level developer. Additionally, you will be provided with a reliable roadmap for migrating your applications, skill set, and development procedures to the newer, more flexible programming platform that Rails offers. Moreover, learning Rails development independently will let you use all the qualities like creativeness, critical thinking, and project management. Mastering Ruby on Rails serves as a complete guide to exploring Ruby on Rails, expanding your set of skills and experience that will only benefit you throughout your professional life. If you are looking to get into the fascinating world of Rails development, Mastering Ruby on Rails is the right pick for you! Learn more about our other Mastering titles at: https://www.routledge.com/Mastering-Computer-Science/book-series/MCS

Ruby Programming - Jerry Lee Ford, Jr. 2010-10-22
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.

Pro Docker - Deepak Vohra 2015-12-30
In this fast-paced book on the Docker open standards platform for developing, packaging and running portable distributed applications, Deepak Vorhadiscusses how to build, ship and run applications on any platform such as a PC, the cloud, data center or a virtual machine. He describes how to install and create Docker images. and the advantages off Docker containers.The remainder of the book is devoted to discussing using Docker with important software solutions. He begins by discussing using Docker with a traditional RDBMS using Oracle and MySQL. Next he moves on to NoSQL with chapter on MongoDB Cassandra, and Couchbase. Then he addresses the use of Docker in the Hadoop ecosystem with complete chapters on utilizing not only Hadoop, but Hive, HBase, Sqoop, Kafka, Solr and Spark. What You Will Learn How to install a Docker image How to create a Docker container How to run an Application in a Docker Container Use Docker with Apache Hadoop Ecosystem Use Docker with NoSQL Databases Use Docker with RDBMS Who This Book Is ForApache Hadoop Developers. Database developers. NoSQL Developers.

Beginning Ruby - Peter Cooper 2017-01-11
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)

The Professional Scrum Master (PSM I) Guide - Fred Heath 2021-07-16
Go from absolute beginner to passing your PSM I exam first time with this comprehensive guide. Packed with practical examples, this book is updated for the latest Scrum guidelines to turn you into a Scrum Master! Key FeaturesGo from absolute beginner to exam-ready with detailed explorations of Scrum use-casesUnderstand the different applications of agile concepts, and how to best apply them to your businessDiscover expert tips and work with real-world examples to pass the PSM I certification exam first timeBook Description Ever wondered why you'd use Scrum over other process frameworks? Or what makes Agile just so agile? Or why you should bother with the PSM certification? This book has you covered. The Professional Scrum Master (PSM I) Guide is a comprehensive tutorial that will not only introduce you to the basics of Scrum, but build you up to be ready to pass your PSM I exam first time round. Where other books avoid detail, this guide provides you with detailed practical examples to take you from being an apprentice to becoming a master. Assuming you're a total beginner, this book will introduce you to Scrum methodologies with detailed use cases, teaching you the secrets of Scrum in such a way that you'll be well-equipped for the PSM I exam. This book demonstrates the real-world applications of Scrum in a variety of scenarios, all with practical examples. You'll understand why the structure of your Scrum team matters, what you can achieve with properly planned sprints, and how to create and manage sprint and product backlogs. The chapters are regularly concluded with quizzes relevant to the exam, reinforcing the values you learn on your journey. Finally, it concludes with some exam preparation and myth-dispelling to make sure you have an edge when it comes to earning your certificate. This is a guide that'll ensure you won't fall behind in an ever increasingly agile world. What you will learnGet to grips with Agile development and Scrum from the ground upUnderstand the roles and responsibilities within the Scrum teamDiscover how to conduct Scrum events and create Scrum artifactsExplore real-world scenarios and use cases for Scrum in

actionDevelop an in-depth understanding of how to run a successful sprint to deliver results quicklyBe fully prepared and able to pass your PSM I exam first timeWho this book is for Assuming no prior knowledge of Scrum, this book is for professionals who want to build a strong foundation in Scrum practices with the intention of passing the PSM I exam. If you're a product owner or project manager looking to stay relevant in an agile world, this book is essential to helping you become a Scrum Master.

Coding Games - Robert C. Matthews 2020-12-10

The Complete 3 Books Series on Coding Games Book 1 In this book you'll discover - How to program a vast variety of different game genres. - The most important game design elements crucial to your success. - How to use the Gosu library to make games in Ruby. - The best way to ensure your RPG Maker game is better than the rest. - A crash-course in Unity to kick start your professional career This book won't just teach you how to code. Rather, it'll teach you the ins and outs of game design so that you can make a game that's actually fun and entertaining, rather than just a classroom project. Book 2 Learning how to code properly sometimes can be very perplexing and needlessly complicated. Or even worse, boring. Instead of actively learning new programs or exciting new applications of your code, you are forced to go through hundreds of boring texts, all filled with confusing texts and hopelessly mysterious symbols. This wasn't what you expected! Surely there must be a better way to learn how to program and make coding more fun! By making the whole experience a game! In this book Coding Games, we will show you what coding is, its fundamental concepts, and how you can master the basic principles of coding through games. Book 3 This book's ideology is simple and straight-forward: equip the user with the most important concepts to catapult your game development skills. When looking for a good book that explains game programming, readers are usually bombarded with information from the author without any context. Often, code doesn't make sense, hasn't been explained properly, and the concepts the author tries to explain are unclear. The main reason for this is that authors, when writing technical books such as this, assume that the reader will have the context for every small detail they leave out and every major detail they choose to convey. This book stays true to its purpose and builds upon the content discussed in the previous series. Even though readers coming to the advanced level of game programming should be confident in their intermediate and basic level understanding of the topic, the chapters' content is careful not to leave anything ambiguous to the reader. In this book you will learn - Start up and shut down sequences - Application layers - How to create game objects and characters - How to create game loops - How to program devices and user interfaces - Sounds, animations, and much more!

Ruby - Robert Dwight 2016-05-12

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!

Head First Ruby - Jay McGavren 2015-08-21

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.

The Well-Grounded Rubyist - David A. Black 2014-07-03

Summary The Well-Grounded Rubyist, Second Edition addresses both newcomers to Ruby as well as Ruby programmers who want to deepen their understanding of the language. This beautifully written and totally revised second edition includes coverage of features that are new in Ruby 2.1, as well as expanded and updated coverage of aspects of the language that have changed. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology This is a good time for Ruby! It's powerful like Java or C++, and has dynamic features that let your code react gracefully to changes at runtime. And it's elegant, so creating applications, development tools, and administrative scripts is easier and more straightforward. With the long-awaited Ruby 2, an active development community, and countless libraries and productivity tools, Ruby has come into its own. About the Book The Well-Grounded Rubyist, Second Edition is a beautifully written tutorial that begins with your first Ruby program and goes on to explore sophisticated topics like callable objects, reflection, and threading. The book concentrates on the language, preparing you to use Ruby in any way you choose. This second edition includes coverage of new Ruby features such as keyword arguments, lazy enumerators, and Module#prepend, along with updated information on new and changed core classes and methods. What's Inside Clear explanations of Ruby concepts Numerous simple examples Updated for Ruby 2.1 Prepares you to use Ruby anywhere for any purpose About the Author David A. Black is an internationally known Ruby developer, author, trainer, speaker, event organizer, and founder of Ruby Central, as well as a Lead Consultant at Cyrus Innovation. 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

The Book of Ruby - Huw Collingbourne 2011-07-11

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 to Ruby, The Book of Ruby is your guide to rapid, real-world software development with this unique and elegant language.

Ruby Programming - Jerry Lee Ford, Jr. 2010-10-22

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.

Learn Python 3 the Hard Way - Zed A. Shaw 2017-06-26
You Will Learn Python 3! Zed Shaw has perfected the world's best system for learning Python 3. Follow it and you will succeed—just like the millions of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In Learn Python 3 the Hard Way, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how a computer works; what good programs look like; and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing the exercises. Install a complete Python environment Organize and write code Fix and break code Basic mathematics Variables Strings and text Interact with users Work with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented programming Inheritance and composition Modules, classes, and objects Python packaging Automated testing Basic game development Basic web development It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. This Book Is Perfect For Total beginners with zero programming experience Junior developers who know one or two languages Returning professionals who haven't written code in years Seasoned professionals looking for a fast, simple, crash course in Python 3

Coding For Dummies - Nikhil Abraham 2016-05-27
Coding For Dummies, (9781119293323) was previously published as Coding For Dummies, (9781118951309). While this version features a new Dummies cover and design, the content is the same as the prior release and should not be considered a new or updated product. Hands-on exercises help you learn to code like a pro No coding experience is required for Coding For Dummies, your one-stop guide to building a foundation of knowledge in writing computer code for web, application, and software development. It doesn't matter if you've dabbled in coding or never written a line of code, this book guides you through the basics. Using foundational web development languages like HTML, CSS, and JavaScript, it explains in plain English how coding works and why it's needed. Online exercises developed by Codecademy, a leading online code training site, help hone coding skills and demonstrate results as you practice. The site provides an environment where you can try out tutorials built into the text and see the actual output from your coding. You'll also gain access to end-of-chapter challenges to apply newly acquired skills to a less-defined assignment. So what are you waiting for? The current demand for workers with coding and computer science skills far exceeds the supply Teaches the foundations of web development languages in an easy-to-understand format Offers unprecedented opportunities to practice basic coding languages Readers can access online hands-on exercises and end-of-chapter assessments that develop and test their new-found skills If you're a student looking for an introduction to the basic concepts of coding or a professional looking to add new skills, Coding For Dummies has you covered.

Kubernetes Microservices with Docker - Deepak Vohra 2016-04-16
Start using Kubernetes in complex big data and enterprise applications, including Docker containers. Starting with installing Kubernetes on a single node, the book introduces Kubernetes with a simple Hello example and discusses using environment variables in Kubernetes. Next, Kubernetes Microservices with Docker discusses using Kubernetes with all major groups of technologies such as relational databases, NoSQL databases, and in the Apache Hadoop ecosystem. The book concludes with using multi container pods and installing Kubernetes on a multi node cluster. /div "a concise but clear introduction to containers, Docker and Kubernetes, using simple real-world examples to pass on the core concepts, via repetition, and is a very useful enabler." 10/10 Dave Hay MBCS CITP: review for BCS, The Chartered Institute for IT (http://www.bcs.org/content/conWebDoc/58512) What You Will Learn Install Kubernetes on a single node

Set environment variables Create multi-container pods using Docker Use volumes Use Kubernetes with the Apache Hadoop ecosystem, NoSQL databases, and RDBMSs Install Kubernetes on a multi-node cluster Who This Book Is For Application developers including Apache Hadoop developers, database developers and NoSQL developers.

Ruby for Beginners - iCode Academy 2017-05-25
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!

Eloquent Ruby - Russ Olsen 2011-02-07
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.

Mastering Ruby on Rails - Sufyan Bin Uzayr 2022

There is no shortage of programming languages and frameworks out there. But in the midst of all this, Ruby on Rails stands out. Despite losing out on the top spot to other contenders, Ruby on Rails has earned for itself a position of repute and a robust user base. Ever since its debut in 2004, Ruby on Rails has rapidly become one of the most impactful and popular tools for building dynamic web applications. Rails owes much of its success to its compact design and the usage of the underlying Ruby language. It effectively creates a domain-specific language for writing web applications. As a result, many common web programming tasks--such as generating HTML, making data models, and routing URLs--are easier with Rails. Although its outstanding capabilities have made Ruby on Rails one of the world's most popular web development frameworks, some might still find it challenging to learn and use. Mastering Ruby on Rails: A Beginner's Guide could be just the right solution for that. Whatever your previous web development experience is, Mastering Ruby on Rails can guide you to true Rails proficiency. It will help you to: Install and set up your Rails development environment Go beyond generated code to build Rails applications from scratch Effectively use the Model-View-Controller (MVC) pattern Master the Ruby programming skills all Rails developers need Define high-quality site layouts and data models Add social features and navigate Asynchronous Javascript and XML (Ajax) Mastering Ruby on Rails will walk you through Rails' inner workings and equip you to tackle complicated projects with solutions that are well-tested, adaptive, and easy to maintain. This book starts by explaining critical points behind object-oriented programming and builds toward creating a full Rails application within a few chapters. By the end of this book, besides in-depth knowledge of Rails, you will also have a basic understanding of many supporting technologies such as SQL, web frameworks, and Integrated Development Environment (IDE). You will be able to quickly grasp the Rails methodology by focusing on the development from the point of view of the beginner-level developer. Additionally, you will be provided with a reliable roadmap for migrating your applications, skill set, and development procedures to the newer, more flexible programming platform that Rails offers. Moreover, learning Rails development independently will let you use all the qualities like creativeness, critical thinking, and project management. Mastering Ruby on Rails serves as a complete guide to exploring Ruby on Rails, expanding your set of skills and experience that will only benefit you throughout your professional life. If you are looking to get into the fascinating world of Rails development, Mastering Ruby on Rails is the right pick for you! Learn more about our other Mastering titles at: https://www.routledge.com/Mastering-Computer-Science/book-series/MCS