

The Well Grounded Rubyist

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Agile Web Development with Rails 6 Sam Ruby 2020-02-10 Learn Rails the way the Rails core team recommends it, along with the tens of thousands of developers who have used this broad, far-reaching tutorial and reference. If you're new to Rails, you'll get step-by-step guidance. If you're an experienced developer, get the comprehensive, insider information you need for the latest version of Ruby on Rails. The new edition of this award-winning classic is completely updated for Rails 6 and Ruby 2.6, with information on system testing, Webpack, and advanced JavaScript. Ruby on Rails helps you produce high-quality, beautiful-looking web applications quickly - you concentrate on creating the application, and Rails takes care of the details. Rails 6 brings many improvements, and this edition is updated to cover the new features and changes in best practices. We start with a step-by-step walkthrough of building a real application, and in-depth chapters look at the built-in Rails features. Follow along with an extended tutorial as you write a web-based store application. Eliminate tedious configuration and housekeeping, seamlessly incorporate Ajax and JavaScript, send and receive emails, manage background jobs with ActiveJob, and build real-time features using WebSockets and ActionCable. Test your applications as you write them using the built-in unit, integration, and system testing frameworks, internationalize your applications, and deploy your applications easily and securely. New in this edition is coverage of Action Mailer, which allows you to receive emails in your app as well as ActionText, a zero-configuration rich text editing feature. Rails 1.0 was released in December 2005. This book was there from the start, and didn't just evolve alongside Rails, it evolved with Rails. It has been developed in consultation with the Rails core team. In fact, Rails itself is tested against the code in this book. What You Need: All you need is a Windows, Mac OS X, or Linux machine to do development on. This book will take you through the steps to install Rails and its dependencies. If you aren't familiar with the Ruby programming language, this book contains a chapter that covers the basics necessary to understand the material in the book.

Why's (Poignant) Guide to Ruby Why The Lucky Stiff 2020-06

Jump Start Rails Andy Hawthorne 2013-08-12 Jump Start Rails provides you with a fun and yet practical introduction to Rails, an incredibly popular framework that makes it possible to quickly develop incredibly powerful web applications with Ruby. This short book covers Rails 4, the latest version of the framework, and while it's not intended to be a completely comprehensive Rails guide or an in-depth Ruby tutorial, it will

quickly get you up to speed with Rails and give you the confidence to start experimenting on your own. The book is built around a real-life example project: a personal portfolio site. It's a fun and easily understandable project that is used to demonstrate the concepts outlined in the book in a practical way. This is a clear, approachable and very easy-to-follow book that will get you to to speed with Rails in no time.

Effective Ruby Peter J. Jones 2014-09-25 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

Sustainable Web Development with Ruby on Rails David Copeland 2020-11 A comprehensive guide to building Ruby on Rails apps that can be sustained for many years.

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. Sandi Metz has distilled a lifetime of conversations and presentations about object-oriented design into a set of Ruby-focused practices for crafting manageable, extensible, and pleasing code. She shows you how to build new applications that can survive success and repair existing applications that have become impossible to change. Each technique is illustrated with extended examples, all downloadable from the companion Web site, poodr.info. The first title to focus 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

Phoenix in Action Geoffrey Lessel 2019-04-26 Summary Phoenix is a modern web framework built for the Elixir programming language. Elegant, fault-tolerant, and performant, Phoenix is as easy to use as Rails and as rock-solid as Elixir's Erlang-based foundation. Phoenix in Action builds on your existing web dev skills, teaching you the unique benefits of Phoenix along with just enough Elixir to get the job done. Foreword by Sasa Juric, author of Elixir in Action, Second Edition. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern web applications need to be efficient to develop, lightning fast, and unfailingly reliable. Phoenix, a web framework for the Elixir programming language, delivers on all counts. Elegant and intuitive, Phoenix radically simplifies the dev process. Built for concurrency, Phoenix channels make short work of developing real-time applications. And as for reliability, Phoenix apps run on the battle-tested Erlang VM, so they're rock solid! About the Book Phoenix in Action is an example-based book that teaches you to build production-quality web apps. You'll handle business logic, database interactions, and app designs as you progressively create an online auction site. As you go, you'll build everything from the core components to the real-time user interactions where Phoenix really shines. What's inside Functional programming in a web environment An introduction to Elixir Database interactions with Ecto Real-time communication with channels About the Reader For web developers familiar with a framework like Rails or ASP.NET. No experience with Elixir or Phoenix required. About the Author Geoffrey Lessel is a seasoned web developer who speaks and blogs about Elixir and Phoenix. Table of Contents PART 1 - GETTING STARTED Ride the Phoenix Intro to Elixir A little Phoenix overview PART 2 - DIVING IN DEEP Phoenix is not your application Elixir application structure Bring in Phoenix Making changes with Ecto.Changeset Transforming data in your browser Plugs, assigns, and dealing with session data Associating records and accepting bids PART 3 - THOSE IMPORTANT EXTRAS Using Phoenix channels for real-time communication Building an API Testing in Elixir and Phoenix

Practical Object-Oriented Design Sandi Metz 2018-07-10 The Complete Guide to Writing Maintainable, Manageable, Pleasing, and Powerful Object-Oriented Applications Object-oriented programming languages exist to help you create beautiful, straightforward applications that are easy to change and simple to extend. Unfortunately, the world is awash with object-oriented (OO) applications that are difficult to understand and expensive to change. Practical Object-Oriented Design, Second Edition, immerses you in an OO mindset and teaches you powerful, real-world, object-oriented design techniques with simple and practical examples. Sandi Metz demonstrates how to build new applications that can “survive success” and repair existing applications that have become impossible to change. Each technique is illustrated with extended examples in the easy-to-understand Ruby programming language, all downloadable from the companion website, poodr.com. Fully updated for Ruby 2.5, this guide shows how to Decide what belongs in a single 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 Whatever your previous object-oriented experience, this concise guide will help you achieve the superior outcomes you're looking for. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Rust in Action Tim McNamara 2021-09-07 "This well-written book will help you make the most of what Rust has to offer." - Ramnivas Laddad, author of AspectJ in Action Rust in Action is a hands-on guide to systems programming with Rust. Written for inquisitive programmers, it presents real-world use cases that go far beyond syntax and structure. Summary Rust in Action introduces the Rust programming language by exploring numerous systems programming concepts and techniques. You'll be learning Rust by delving into how computers work under the hood. You'll find yourself playing with persistent storage, memory, networking and even tinkering with CPU instructions. The book takes you through using Rust to extend other applications and teaches you tricks to write blindingly fast code. You'll also discover parallel and concurrent programming. Filled to the brim with real-life use cases and scenarios, you'll go beyond the Rust syntax and see what Rust has to offer in real-world use cases. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Rust is the perfect language for systems programming. It delivers the low-level power of C along with rock-solid safety features that let you code fearlessly. Ideal for applications requiring concurrency, Rust programs are compact, readable, and blazingly fast. Best of all, Rust's famously smart compiler helps you avoid even subtle coding errors. About the book Rust in Action is a hands-on guide to systems programming with Rust. Written for inquisitive programmers, it presents real-world use cases that go far beyond syntax and structure. You'll explore Rust implementations for file manipulation, networking, and kernel-level programming and discover awesome techniques for parallelism and concurrency. Along the way, you'll master Rust's unique borrow checker model for memory management without a garbage collector. What's inside Elementary to advanced Rust programming Practical examples from systems programming Command-line, graphical and networked applications About the reader For intermediate programmers. No previous experience with Rust required. About the author Tim McNamara uses Rust to build data processing pipelines and generative art. He is an expert in natural language processing and data engineering. Table of Contents 1 Introducing Rust PART 1 RUST LANGUAGE DISTINCTIVES 2 Language foundations 3 Compound data types 4 Lifetimes, ownership, and borrowing PART 2 DEMYSTIFYING SYSTEMS PROGRAMMING 5 Data in depth 6 Memory 7 Files and storage 8 Networking 9 Time and timekeeping 10 Processes, threads, and containers 11 Kernel 12 Signals, interrupts, and exceptions

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)

Ruby by Example Kevin C. Baird 2007-06-01 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.

Component-Based Rails Applications Stephan Hagemann 2018-06-22 Use Components to Improve Maintainability, Reduce Complexity, and Accelerate Testing in Large Rails Applications “This book gives Ruby pros a comprehensive guide for increasing the sophistication of their designs, without having to forsake the principles of elegance that keep them in our corner of the software world.” —Obie Fernandez, author, *The Rails™ 5 Way*, Fourth Edition As Rails applications grow, even experienced developers find it difficult to navigate code bases, implement new features, and keep tests fast. Components are the solution, and *Component-Based Rails Applications* shows how to make the most of them. Writing for programmers and software team leads who are comfortable with Ruby and Rails, Stephan Hagemann introduces a practical, start-to-finish methodology for modernizing and restructuring existing Rails applications. One step at a time, Hagemann demonstrates how to revamp Rails applications to exhibit visible, provably independent, and explicitly connected parts—thereby simplifying them and making them far easier for teams to manage, change, and test. Throughout, he introduces design concepts and techniques you can use to improve applications of many kinds, even if they weren't built with Rails or Ruby. Learn how components clarify intent, improve collaboration, and simplify innovation and maintenance Create a full Rails application within a component, from first steps to migrations and dependency management Test component-based applications, manage assets and dependencies, and deploy your application to production Identify the seams in an existing Rails application, and refactor it to extract components Master a scripted, repeatable approach for refactoring Rails applications of any size Use component-based Rails with two popular structural patterns: hexagonal and

DCI architecture Leverage your new component skills with other frameworks and languages Overcome the unique challenges that arise as you componentize Rails applications If you're ready to simplify and revitalize your complex Rails systems, you're ready for Component-Based Rails Applications . Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Metaprogramming Ruby 2 Paolo Perrotta 2014 Annotation Everyone in the Ruby world seems to be talking about metaprogramming--how you can use it to remove duplication in your code and write elegant, beautiful programs. Now you can get in on the action as well. This book describes metaprogramming as an essential component of Ruby. Once you understand the principles of Ruby, including the object model, scopes, and eigenclasses, you're on your way to applying metaprogramming both in your daily work and in your fun, after-hours projects. Learning metaprogramming doesn't have to be difficult or boring. By taking you on a Monday-through-Friday workweek adventure with a pair of programmers, Paolo Perrotta helps make mastering the art of metaprogramming both straightforward and entertaining. The book is packed with: Pragmatic examples of metaprogramming in action, many of which come straight from popular libraries or frameworks, such as Rails. Programming challenges that let you experiment and play with some of the most fun, "out-there" metaprogramming concepts. Metaprogramming "spells"--34 practical recipes and idioms that you can study and apply right now, to write code that is sure to impress. Whether you're a Ruby apprentice on the path to mastering the language or a Ruby wiz in search of new tips, this book is for you.

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.

Rails AntiPatterns Chad Pytel 2010-11-09 The Complete Guide to Avoiding and Fixing Common Rails 3 Code and Design Problems As developers worldwide have adopted the powerful Ruby on Rails web framework, many have fallen victim to common mistakes that reduce code quality, performance, reliability, stability, scalability, and maintainability. Rails™ AntiPatterns identifies these widespread Rails code and design problems, explains why they're bad and why they happen—and shows exactly what to do instead. The book is organized into concise, modular chapters—each outlines a single common AntiPattern and offers detailed, cookbook-style code solutions that were previously difficult or impossible to find. Leading Rails developers Chad Pytel and Tammer Saleh also offer specific guidance for refactoring existing bad code or design to reflect sound object-oriented principles and established Rails best practices. With their help, developers, architects, and testers can dramatically improve new and existing applications, avoid future problems, and establish superior

Rails coding standards throughout their organizations. This book will help you understand, avoid, and solve problems with Model layer code, from general object-oriented programming violations to complex SQL and excessive redundancy Domain modeling, including schema and database issues such as normalization and serialization View layer tools and conventions Controller-layer code, including RESTful code Service-related APIs, including timeouts, exceptions, backgrounding, and response codes Third-party code, including plug-ins and gems Testing, from test suites to test-driven development processes Scaling and deployment Database issues, including migrations and validations System design for “graceful degradation” in the real world

Ruby in Practice Jeremy McAnally 2009-02-28 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.

Mazes for Programmers Jamis Buck 2015-07-15 Unlock the secrets to creating random mazes! Whether you're a game developer, an algorithm connoisseur, or simply in search of a new puzzle, you're about to level up. Learn algorithms to randomly generate mazes in a variety of shapes, sizes, and dimensions. Bend them into Moebius strips, fold them into cubes, and wrap them around spheres. Stretch them into other dimensions, squeeze them into arbitrary outlines, and tile them in a dizzying variety of ways. From twelve little algorithms, you'll discover a vast reservoir of ideas and inspiration. From video games to movies, mazes are ubiquitous. Explore a dozen algorithms for generating these puzzles randomly, from Binary Tree to Eller's, each copiously illustrated and accompanied by working implementations in Ruby. You'll learn their pros and cons, and how to choose the right one for the job. You'll start by learning six maze algorithms and transition from making mazes on paper to writing programs that generate and draw them. You'll be introduced to Dijkstra's algorithm and see how it can help solve, analyze, and visualize mazes. Part 2 shows you how to constrain your mazes to different shapes and outlines, such as text, circles, hex and triangle grids, and more.

You'll learn techniques for culling dead-ends, and for making your passages weave over and under each other. Part 3 looks at six more algorithms, taking it all to the next level. You'll learn how to build your mazes in multiple dimensions, and even on curved surfaces. Through it all, you'll discover yourself brimming with ideas, the best medicine for programmer's block, burn-out, and the grayest of days. By the time you're done, you'll be energized and full of maze-related possibilities! What You Need: The example code requires version 2 of the Ruby programming language. Some examples depend on the ChunkyPNG library to generate PNG images, and one chapter uses POV-Ray version 3.7 to render 3D graphics.

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

The Ruby Way Hal Fulton 2015-02-11 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

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

Ruby Programming for Beginners Nathan Metzler 2020-05-27 Take the guesswork out of mastering Ruby Programming language and learn how to build powerful, real-world, and modern applications for the web! Are you completely new to coding and are looking for a great, easy-to-understand language to learn as your first? Do you want to become a more productive programmer and skip all the extra keywords, declaration, and compilation steps that are rife in other languages? If your answer is yes to any of the questions above, then this book is for you. Ruby is used in some of the world's most popular and user-heavy web applications, for good

reason. It's easy to maintain and is designed to be concurrent. In this guide, Nathan Metzler skips the fluff and shows you how easy it is to get started with Ruby as a beginner and code your own applications with practical examples and exercises. Here's a snippet of what you're going to discover in Ruby Programming for Beginners

How to install Ruby on your preferred operating system, from Windows and MacOS to Linux Step-by-step instructions to write your very first piece of Ruby script and execute on your preferred operating system A comprehensive guide to help you understand core Ruby programming concepts, from statements and code blocks to identifiers and variable data types A proven framework to get started with object-oriented programming and coding modular, reusable code you can apply across your projects Everything you need to know about control structures in Ruby programming language ...and tons more! Ruby is an insanelly powerful and multi-purpose language that can be used to develop massive web applications. Whether you're completely new to programming or are an experienced developer in other programming languages but are looking to add Ruby to your skillset, this guide has you covered. Scroll to the top of the page and click the "Buy Now" button to start your journey to mastering the Ruby programming language today!

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 Well-Grounded Rubyist, Third Edition Joe Leo 2019 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.

Rails 4 in Action Rebecca Skinner 2015-08-30 Summary *Rails 4 in Action* is a comprehensive introduction to Rails that guides you hands-on through all you'll need to become a competent and confident Rails developer. In it, you'll master Rails 4 by developing a ticket-tracking application that includes RESTful routing, authentication and authorization, file uploads, email, and more. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book *Rails* is a full-stack, open source web framework powered by Ruby. Now in version 4, Rails is mature and powerful, and to use it effectively you need more than a few Google searches. You'll find no substitute for the guru's-eye-view of design, testing, deployment, and other real-world concerns that this book provides. *Rails 4 in Action* is a hands-on guide to the subject. In this fully revised new edition, you'll master Rails 4 by developing a ticket-tracking application that includes RESTful routing, authentication and authorization, file uploads, email, and more. Learn to design your own APIs and successfully deploy a production-quality application. You'll see test-driven development and behavior-driven development in action throughout the book, just like in a top Rails shop. What's Inside
Creating your own APIs Using RSpec and Capybara
Emphasis on test-first development
Fully updated for Rails 4
About the Reader For readers of this book, a background in Ruby is helpful but not required. No Rails experience is assumed. About the Authors Ryan Bigg, Yehuda Katz, Steve Klabnik, and Rebecca Skinner are contributors to Rails and active members of the Rails community. Table of Contents
Ruby on Rails, the framework
Testing saves your bacon
Developing a real Rails application
Oh, CRUD!
Nested resources
Authentication
Basic access control
Fine-grained access control
File uploading
Tracking state
Tagging
Sending email
Deployment
Designing an API
Rack-based applications

Ruby for Rails David A. Black 2006 Provides information on creating Web-based applications using Ruby.

[Programming Ruby](#) David Thomas 2004 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)

Practical Ruby for System Administration Andre Ben-Hamou 2007-10-15 Within the pages of *Practical Ruby for System Administration*, you'll learn the Ruby way to construct files, tap into clouds of data, build domain-specific languages, perform network traffic analysis, and more. Coverage places equal emphasis on fundamental Ruby concepts as well as practical how-tos. Based on author André Ben Hamou's own experiences working as a system administrator, this book will help you pick up practical tips on Ruby coding style, learn how to analyze and improve script performance, and make use of no-nonsense advice on scripting workflow, including testing, documentation, and version control.

[The Well-Grounded Rubyist](#) David A. Black 2019-03-15 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 Well-Grounded Rubyist, Second Edition David Black 2014 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.

SVG Animations Sarah Drasner 2017-03-17 SVG is extremely powerful, with its reduced HTTP requests and crispness on any display. It becomes increasingly more interesting as you explore its capabilities for responsive animation and performance boons. When you animate SVG, you must be aware of normal image traits like composition, color, implementation, and optimization. But when you animate, it increases the complexity of each of these factors exponentially. This practical book takes a deep dive into how you can to solve these problems with stability, performance, and creativity in mind. Learn how to make SVG cross-browser compatible, backwards compatible, optimized, and responsive Plan and debug animation Make a complex

animation responsive, as many sites are responsive Profile each animation technique in terms of performance so that you know what you're getting in to with each library or native technology

Design Patterns in Ruby (Adobe Reader) Russ Olsen 2007-12-10 Praise for Design Patterns in Ruby " Design Patterns in Ruby documents smart ways to resolve many problems that Ruby developers commonly encounter. Russ Olsen has done a great job of selecting classic patterns and augmenting these with newer patterns that have special relevance for Ruby. He clearly explains each idea, making a wealth of experience available to Ruby developers for their own daily work." —Steve Metsker, Managing Consultant with Dominion Digital, Inc. "This book provides a great demonstration of the key 'Gang of Four' design patterns without resorting to overly technical explanations. Written in a precise, yet almost informal style, this book covers enough ground that even those without prior exposure to design patterns will soon feel confident applying them using Ruby. Olsen has done a great job to make a book about a classically 'dry' subject into such an engaging and even occasionally humorous read." —Peter Cooper "This book renewed my interest in understanding patterns after a decade of good intentions. Russ picked the most useful patterns for Ruby and introduced them in a straightforward and logical manner, going beyond the GoF's patterns. This book has improved my use of Ruby, and encouraged me to blow off the dust covering the GoF book." —Mike Stok " Design Patterns in Ruby is a great way for programmers from statically typed objectoriented languages to learn how design patterns appear in a more dynamic, flexible language like Ruby." —Rob Sanheim, Ruby Ninja, Relevance Most design pattern books are based on C++ and Java. But Ruby is different—and the language's unique qualities make design patterns easier to implement and use. In this book, Russ Olsen demonstrates how to combine Ruby's power and elegance with patterns, and write more sophisticated, effective software with far fewer lines of code. After reviewing the history, concepts, and goals of design patterns, Olsen offers a quick tour of the Ruby language—enough to allow any experienced software developer to immediately utilize patterns with Ruby. The book especially calls attention to Ruby features that simplify the use of patterns, including dynamic typing, code closures, and "mixins" for easier code reuse. Fourteen of the classic "Gang of Four" patterns are considered from the Ruby point of view, explaining what problems each pattern solves, discussing whether traditional implementations make sense in the Ruby environment, and introducing Ruby-specific improvements. You'll discover opportunities to implement patterns in just one or two lines of code, instead of the endlessly repeated boilerplate that conventional languages often require. Design Patterns in Ruby also identifies innovative new patterns that have emerged from the Ruby community. These include ways to create custom objects with metaprogramming, as well as the ambitious Rails-based "Convention Over Configuration" pattern, designed to help integrate entire applications and frameworks. Engaging, practical, and accessible, Design Patterns in Ruby will help you build better software while making your Ruby programming experience more rewarding.

The Rails 5 Way Obie Fernandez 2017-11-22 The "Bible" for Rails Development: Fully Updated for Rails 5 "When I read The Rails Way for the first time, I felt like I truly understood Rails for the first time." —Steve Klabnik, Rails contributor and mentor The Rails™ 5 Way is the comprehensive, authoritative reference guide for professionals delivering production-quality code using modern Ruby on Rails. Obie Fernandez illuminates the entire Rails 5 API, its most powerful idioms, design approaches, and libraries. He presents new and

updated content on Action Cable, RSpec 3.4, Turbolinks 5.0, the Attributes API, and many other enhancements, both major and subtle. Through detailed code examples, you'll dive deep into Ruby on Rails, discover why it's designed as it is, and learn to make it do exactly what you want. Proven in thousands of production systems, the knowledge in this book will maximize your productivity and help you build more successful solutions. Build powerful, scalable, REST-compliant back-end services Program complex program flows using Action Controller Represent models, relationships, and operations in Active Record, and apply advanced Active Record techniques Smoothly evolve database schema via Migrations Craft front-ends with ActionView and the Asset Pipeline Optimize performance and scalability with caching and Turbolinks 5.0 Improve your productivity using Haml HTML templating Secure your systems against attacks like SQL Injection, XSS, and XSRF Integrate email using Action Mailer Enable real-time, websockets-based browser behavior with Action Cable Improve responsiveness with background processing Build "API-only" back-end projects that speak JSON Leverage enhancements to Active Job, serialization, and Ajax support

The Well-Founded Rubyist David A. Black 2014-07-03 Summary The Well-Founded 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-Founded 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

Beginning Ruby 3 Carleton DiLeo 2021-05-14 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.

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.

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](https://www.codemy.com/c9)

Learn to Program Chris Pine 2021-06-17 It's easier to learn how to program a computer than it has ever been before. Now everyone can learn to write programs for themselves - no previous experience is necessary. Chris Pine takes a thorough, but lighthearted approach that teaches you the fundamentals of computer programming, with a minimum of fuss or bother. Whether you are interested in a new hobby or a new career, this book is your doorway into the world of programming. Computers are everywhere, and being able to program them is more important than it has ever been. But since most books on programming are written for other programmers, it can be hard to break in. At least it used to be. Chris Pine will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to write interactive programs, to use APIs to fetch live data from the internet, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. Whether you are looking for a fun new hobby or are interested in entering the tech world as a professional, this book gives you a solid foundation in programming. Chris teaches the basics, but also shows you how to think like a programmer. You'll learn through tons of examples, and through programming challenges throughout the book. When you finish, you'll know how and where to learn more - you'll be on your way. What You Need: All you need to learn how to program is a computer (Windows, macOS, or Linux) and an internet connection. Chris Pine will lead you through setting set up with the software you will need to start writing programs of your own.

The Well-Founded Rubyist, Third Edition David A. Black 2019 Written in an easy-to-read, casual style, this book 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. --

Enterprise Recipes with Ruby and Rails Maik Schmidt 2008 *Enterprise Recipes with Ruby and Rails* helps you to overcome typical obstacles hidden in every enterprise's infrastructure. It doesn't matter if your Rails application needs to access your company's message-oriented middleware or if it has to scan through tons of huge XML documents to get a missing piece of data. Ruby and Rails enable you to create solutions that are both elegant and efficient. With more than 50 concise, targeted recipes, this book shows you how to use existing infrastructure to develop effectively for the enterprise. For example, Ruby is an excellent language for manipulating both textual and binary data. This is enormously useful, because typical enterprise software is about storing and processing huge amounts of data. You'll learn how to process data in various popular data formats such as XML, CSV, fixed length records, and JSON. This book covers the whole spectrum of distributed application technologies, ranging from simple socket-based servers to full-blown Service Oriented Architectures. In addition, Ruby is a perfect ally when you have to integrate with RESTful and SOAP services, or when you have to access message-oriented middleware. It even helps you to reuse your existing C/C++, Java, or .NET code with ease. Since the advent of the Web, many enterprises have opened their internal services to the outside world to participate in the rapidly growing world of e-commerce. As an

enterprise programmer you'd better learn how to use existing payment gateways and how to implement security mechanisms to protect your company's data and your customers' privacy, and this book shows you how. Enterprise programming is not only about developing huge software projects but also about maintaining and operating them. You'll save a lot of valuable time if you document your software (of course, automatically) and automate tedious and recurring tasks, such as monitoring your servers and testing your programs. *Enterprise Recipes with Ruby and Rails* covers these major enterprise concerns, giving you tools and knowledge you'll turn to over and over.

[Learn Ruby the Hard Way](#) Zed Shaw 2014 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.