

Ruby Documentation

Beginning Ruby is a thoroughly contemporary guide to this powerful object-oriented language. It's one of the only guides aimed at both the novice programmer as well as experienced developers who are new to Ruby. The book starts by explaining the principles behind object oriented programming and within a few chapters builds towards creating a genuine Ruby application. The book then explains key Ruby principles, such as classes and objects; projects, modules and libraries; and other aspects of Ruby such as database access. In addition, Ruby on Rails is covered in some depth and the book's appendixes provide essential and long-lasting reference information.

Programming Language Explorations is a tour of several modern programming languages in use today. The book teaches fundamental language concepts using a language-by-language approach. As each language is presented, the authors introduce new concepts as they appear, and revisit familiar ones, comparing their implementation with those from languages seen in prior chapters. The goal is to present and explain common theoretical concepts of language design and usage, illustrated in the context of practical language overviews. Twelve languages have been carefully chosen to illustrate a wide range of programming styles and paradigms. The book introduces each language with a common trio of example programs, and continues with a brief tour of its basic elements, type system, functional forms, scoping rules, concurrency patterns, and sometimes, metaprogramming facilities. Each language chapter ends with a summary, pointers to open source projects, references to materials for further study, and a collection of exercises, designed as further explorations. Following the twelve featured language chapters, the authors provide a brief tour of over two dozen additional languages, and a summary chapter bringing together many of the questions explored throughout the text. Targeted to both professionals and advanced college undergraduates looking to expand the range of languages and programming patterns they can apply in their work and studies, the book pays attention to modern programming practice, covers cutting-edge languages and patterns, and provides many runnable examples, all of which can be found in an online GitHub repository. The exploration style places this book between a tutorial and a reference, with a focus on the concepts and practices underlying programming language design and usage. Instructors looking for material to supplement a programming languages or software engineering course may find the approach unconventional, but hopefully, a lot more fun.

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

The fun way to introduce coding with Ruby to kids If you don't have the chance to take coding classes at school or in camp—or if you just want to learn on your own—Ruby For Kids gears you up to expand your technology skills and learn this popular programming language. Written in a way that's easy to follow—and keeping the super tech-heavy stuff to a minimum—it quickly and easily shows you how to use Ruby to create web and mobile applications with no experience required. Ruby is considered one of the best and simplest languages to start with when you're learning coding. This fun and friendly guide makes it even easier. Broken down into simple projects designed to appeal to younger programmers, Ruby For Kids gets you up and running with core coding concepts in no time. Before you know it, you'll be tackling hands-on projects, enjoying the support of a vibrant community, and feeling a sense of accomplishment as you complete projects. Navigate the basics of coding with the Ruby language Use Ruby to create your own applications and games Find help from other Ruby users Offers tips for parents and teachers helping kids learn Ruby So what are you waiting for? Ruby For Kids has everything you need to get in on one of the most popular topics around!

Learning Ruby

Ruby Programming for the Absolute Beginner

*From Novice to Professional
Effective Ruby
Programming Ruby
Up and Running*

Beginning Rails 3 is the practical starting point for anyone wanting to learn how to build dynamic web applications using the Rails framework for Ruby. You'll learn how all of the components of Rails fit together and how you can leverage them to create sophisticated web applications with less code and more joy. This book is particularly well suited to those with little or no experience with web application development, or who have some experience but are new to Rails. Beginning Rails 3 assumes basic familiarity with web terms and technologies, but doesn't require you to be an expert. Rather than delving into the arcane details of Rails, the focus is on the aspects of the framework that will become your pick, shovel, and axe. Part history lesson, part introduction to object-oriented programming, and part dissertation on open source software, this title doesn't just explain how to do something in Rails, it explains why. Learn to create Rails web applications from scratch Includes a gentle introduction to the Ruby programming language Completely updated to include the features of Rails 3 You don't have to know everything about a car to drive one, and you don't need to know everything about Ruby to start programming with it. Written for both experienced and new programmers alike, Learning Ruby is a just-get-in-and-drive book -- a hands-on tutorial that offers lots of Ruby programs and lets you know how and why they work, just enough to get you rolling down the road. Interest in Ruby stems from the popularity of Rails, the web development framework that's attracting new devotees and refugees from Java and PHP. But there are plenty of other uses for this versatile language. The best way to learn is to just try the code! You'll find examples on nearly every page of this book that you can imitate and hack. Briefly, this book: Outlines many of the most important features of Ruby Demonstrates how to use conditionals, and how to manipulate strings in Ruby. Includes a section on regular expressions Describes how to use operators, basic math, functions from the Math module, rational numbers, etc. Talks you through Ruby arrays, and demonstrates hashes in detail Explains how to process files with Ruby Discusses Ruby classes and modules (mixins) in detail, including a brief introduction to object-oriented programming (OOP) Introduces processing XML, the Tk toolkit, RubyGems, reflection, RDoc, embedded Ruby, metaprogramming, exception handling, and other topics Acquaints you with some of the essentials of Rails, and includes a short Rails tutorial. Each chapter concludes with a set of review questions, and appendices provide you with a glossary of terms related to Ruby programming, plus reference material from the book in one convenient location. If you want to take Ruby out for a drive, Learning Ruby holds the keys.

Web Standards: Mastering HTML5, CSS3, and XML provides solutions to the most common web design problems, and gives you a deep understanding of web standards and how they can be implemented to improve your web sites. You will learn how to develop fully standards-compliant, mobile-friendly, and search engine-optimized web sites that are robust, fast, and easy to update while providing excellent user experience and interoperability. The book covers all major web standards for markup, style sheets, web typography, web syndication, semantic annotations, and accessibility. This edition has been fully updated with the latest in web standards, including the finalized HTML5 vocabulary and the full list of CSS3 properties. Web Standards: Mastering HTML5, CSS3, and XML is also a comprehensive guide to current and future standards for the World Wide Web, demonstrating the implementation of new technologies to address the constantly growing user expectations. Web Standards: Mastering HTML5, CSS3, and XML presents step-by-step guides based on solid design principles and best practices, and shows the most common web development tools and web design frameworks. You will master HTML5 and its XML serialization, XHTML5, the new structuring and multimedia elements, the most important HTML5 APIs, and understand the standardization process of HTML 5.1, HTML 5.2, and future HTML5 versions.

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!)

The Book of Ruby

Beginning Ruby

Practical Ruby Gems

Programming Language Explorations

Learn Ruby Programming Language

I Love Ruby

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 that puts 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.

Pro NetBeans IDE 6 Rich Client Platform Edition is the second Apress book to cover the agile, open source NetBeans IDE platform. The book focuses on the new features of NetBeans 6 as well as what has changed since NetBeans 5.5, empowering you to be a more effective and productive developer. Enables you to click and use any of the Java Swing and other desktop Java graphical user interface (GUI) APIs available in Java SE 6 or prior Covers working with rich client platform features available in NetBeans for building web-based application front ends Shows you the web-tier development plug-ins available including JSF, Struts Action Framework 2.0, and JRuby for bringing the Ruby on Rails feature set to Java via NetBeans For building back-end, server-side Java applications, pick up Pro NetBeans IDE 5.5 Enterprise Edition, which is based on APIs found in the Java EE 5. What you'll learn Easily install and set up your NetBeans IDE platform environment, and organize your projects Use the NetBeans source editor, code compiler, refactoring, software development, profiler, collaboration, database, and debugger tools Develop your Java Swing application for your desktop from start to finish Deploy your Java Swing or other GUI application using Java Web Start features embedded in NetBeans Build rich client applications using NetBeans plugin module tools/features from start to finish Extend your NetBeans IDE wish list to building Struts 2 and even JRuby (Ruby on Rails) based Java web application front ends Who this book is for Intended for Java developers of varying skill who may or may not be familiar with NetBeans IDE or Java IDEs in general.

Rails Cookbook is packed with the solutions you need to be a proficient developer with Rails, the leading framework for building the new generation of Web 2.0 applications. Recipes range from the basics, like installing Rails and setting up your development environment, to the latest techniques, such as developing RESTful web services. With applications that are code light, feature-full and built to scale quickly, Rails has revolutionized web development. The Rails Cookbook addresses scores of real-world challenges; each one includes a tested solution, plus a discussion of how and why it works, so that you can adapt the techniques to similar situations. Topics include: Modeling data with the ActiveRecord library Setting up views with ActionView and RHTML templates Building your application's logic into ActionController Testing and debugging your Rails application Building responsive web applications using JavaScript and Ajax Ensuring that your application is security and performs well Deploying your application with Mongrel and Apache Using Capistrano to automate deployment Using the many Rails plugins Working with graphics Whether you're new to Rails or an experienced developer, you'll discover ways to test, debug and secure your applications, incorporate Ajax, use caching to improve performance, and put your application into production. Want to get ahead of the Web 2.0 curve? This valuable cookbook will save you hundreds of hours when developing applications with Rails.

If you're a web developer or designer ready to learn Rails, this unique book is the ideal way to start. Rather than throw you into the middle of the framework's Model-View-Controller architecture, Learning Rails 3 works from the outside in. You'll begin with the foundations of the Web you already know, and learn how to create something visible with Rails' view layer. Then you'll tackle the more difficult inner layers: the database models and controller code. All you need to get started is HTML experience. Each chapter includes exercises and review questions to test your understanding as you go. Present content by building an application with a basic view and a simple controller Build forms and process their results, progressing from simple to more complex Connect forms to models by setting up a database, and create code that maps to database structures Use Rails scaffolding to build applications from a view-centric perspective Add common web application elements such as sessions, cookies, and authentication Build applications that combine data from multiple tables Send and receive email messages from your applications "Learning Rails 3 feels like a brisk pair programming session with professionals who know how to use Ruby on Rails to get things done, and get them done well." -Alan Harris, author of Sinatra: Up and Running

Ruby

Beginning Rails

Ruby Cookbook

Solutions and Techniques in Ruby Programming

In-Memory Analytics with Apache Arrow

Ruby Wizardry

Starting out Ruby programming, then probably this book is the most easiest way to learn it. This book comes complete with tens of example code.

In just a matter of days, you can develop powerful web applications with Rails that once took weeks or months to produce with other web frameworks. If that sounds too good to be true, it isn't. Find out for yourself with Rails: Up and Running, the concise and popular book that not only explains how Rails works, but guides you through a complete test drive. Perfect for beginning web developers, this thoroughly revised edition teaches you the basics of installing and using Rails 2.1 and the Ruby scripting language. While Rails is praised for its simplicity, there are still a few tricky steps to master along the way. Rails: Up and Running offers lots of examples and covers just about everything you need to build functional Rails applications right away. Learn how to: Create simple database-backed applications, and build dynamic user-centric web pages using Ajax and REST Exploit the Rails service frameworks to send emails and implement web services Map data to an imperfect table, traverse complex relationships, and build custom finders Use techniques to solve common database performance problems See how fast you can go on Rails, and how reliable it's become with the stability and power of version 2.1. With Rails: Up and Running, you'll discover why Rails is a remarkable new way to build database-driven web applications.

Everything you need to know to create Web sites using your Mac Create and deploy striking Web sites and apps on a Mac for your own business or for clients using the essential techniques in this focused guide. While most Web site how-tos are geared toward either designers or programmers, this detailed book covers both aspects, helping you develop the complete skill sets that you'll need professionally. Tap all of the out-of-the-box perks that Apple has to offer for Web development with these techniques and insights from a seasoned Mac Web developer. Takes you through everything that Macs have to offer for Web development, such as a Web server, PHP, and Ruby on Rails; Macs come with these right out of the box, making setting up a Web development environment pushbutton-easy Reveals the science and the artistry behind creating beautiful and intuitive Web pages using Apple technology Covers the technical elements of Web page construction with HTML, CSS, Javascript, PHP, and Rails; then goes beyond to show you how to add creative flair using Photoshop Turn your design and development skills into marketable assets with this essential guide for Apple users. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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

An Introduction to Programming for Kids

The Ruby Way

Recipes for Rapid Web Development with Ruby

Ruby Quick Syntax Reference

Visual QuickStart Guide

Process tabular data and build high-performance query engines on modern CPUs and GPUs using Apache Arrow, a standardized language-independent memory format, for optimal performance. Key Features Learn about Apache Arrow's data types and interoperability with pandas and Parquet. Work with Apache Arrow Flight RPC, Compute, and Dataset APIs to produce and consume tabular data. Reviewed, contributed, and supported by Dremio, the co-creator of Apache Arrow. Book Description Apache Arrow is designed to accelerate analytics and allow the exchange of data across big data systems easily. In-Memory Analytics with Apache Arrow begins with a quick overview of the Apache Arrow format, before moving on to helping you to understand Arrow's versatility and benefits as you walk through a variety of real-world use cases. You'll cover key tasks such as enhancing data science workflows with Arrow, using Arrow and Apache Parquet with Apache Spark and Jupyter for better performance and hassle-free data translation, as well as working with Perspective, an open source interactive graphical and tabular analysis tool for browsers. As you advance, you'll explore the different data interchange and storage formats and become well-versed with the relationships between Arrow, Parquet, Feather, Protobuf, Flatbuffers, JSON, and CSV. In addition to understanding the basic structure of the Arrow Flight and Flight SQL protocols, you'll learn about Dremio's usage of Apache Arrow to enhance SQL analytics and discover how Arrow can be used in web-based browser apps. Finally, you'll get to grips with the upcoming features of Arrow to help you stay ahead of the curve. By the end of this book, you will have all the building blocks to create useful, efficient, and powerful analytical services and utilities with Apache Arrow. What you will learn Use Apache Arrow libraries to access data files both locally and in the cloud Understand the zero-copy elements of the Apache Arrow format Improve read performance by memory-mapping files with Apache Arrow Produce or consume Apache Arrow data efficiently using a C API Use the Apache Arrow Compute APIs to perform complex operations Create Arrow Flight servers and clients for transferring data quickly Build the Arrow libraries locally and contribute back to the community Who this book is for This book is for developers, data analysts, and data scientists looking to explore the capabilities of Apache Arrow from the ground up. This book will also be useful for any engineers who are working on building utilities for data analytics and query engines, or otherwise working with tabular data, regardless of the programming language. Some familiarity with basic concepts of data analysis will help you to get the most out of this book but isn't required. Code examples are provided in the C++, Go, and Python programming languages.

This definitive guide examines how to take advantage of the new Agile methodologies offered when using Ruby on Rails (RoR). You ' ll quickly grasp the RoR methodology by focusing on the RoR development from the point of view of the beginner- to intermediate-level Microsoft developer. Plus, you ' ll get a reliable roadmap for migrating your applications, skill set, and development processes to the newer, more agile programming platform that RoR offers.

Client-Centered Software Development: The CO-FOSS Approach introduces a method to creating a customized software product for a single client, either from scratch or by reusing open source components. The clients are typically non-profit humanitarian, educational, or public service organizations. This approach has been used in undergraduate courses where students learn the principles of software development while implementing a real-world software product. This book provides instructors, students, clients, and professional software developers with detailed guidance for developing a new CO-FOSS product from conceptualization to completion. Features Provides instructors, students, clients, and professional software developers with a roadmap for the development of a new CO-FOSS product from conceptualization to completion Motivates students with real-world projects and community service experiences Teaches all elements of the software process, including requirements gathering, design, collaboration, coding, testing, client communication, refactoring, and writing developer and user documentation Uses source code that can be reused and refitted to suit the needs of future projects, since each CO-FOSS product is free and open source software Provides links to a rich variety of resources for instructors and students to freely use in their own courses that develop new CO-FOSS products for other non-profits.

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.

Ruby Programming for Medicine and Biology

Web Development with the Mac

Client-Centered Software Development

Lightning-Fast Web Development

48 Specific Ways to Write Better Ruby

The CO-FOSS Approach

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 *Beginning RPG Maker VX Ace* takes you through the process of using the RPG Maker VX Ace game development engine to create your very own role playing game. The book has been designed with the complete beginner in mind who has little to no experience with the engine. Tutorials and exercises will take you from installing the software to putting the final touches upon your first project. Game design can be quite a daunting challenge, as it generally involves a large amount of programming know-how on top of having to plan everything out that makes a good game what it is. *RPG Maker VX Ace* is an intuitive system that allows you to make your own game with a fraction of the effort otherwise required. *Beginning RPG Maker VX Ace* equips you with the knowledge you need to use Enterbrain’s newest role playing game development engine. Takes you from the start of a project to the completion of a small game. Provides a step-by-step process that will walk you through each stage of the creation process. Gives many helpful tips and tricks you can apply to your future endeavors with the engine.

This book not only teaches the necessary skill set to become a proficient Ruby on Rails developer, it also explains the theory needed for the developer to explore and learn on their own. The reader will not be burdened by yet another set of "hello world" and other mundane examples. In this text they will learn Ruby on Rails by creating real world projects; a task manager, RSS aggregator, a community manager similar to MySpace.com, and an Amazon based store. While the book covers the basics for beginners, it also offers more advanced tools, including Ajax and a detailed discussion of ActiveRecord and ActionPack.

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

Ruby on Rails: Up and Running

Ruby For Kids For Dummies

With Fluentd, Kubernetes and More

Beginning Rails 3

The Ultimate Guide to Ruby Programming

Pro Netbeans IDE 6 Rich Client Platform Edition

The Ruby Programming Language is the authoritative guide to Ruby and provides comprehensive coverage of versions 1.8 and 1.9 of the language. It was written (and illustrated!) by an all-star team: David Flanagan, bestselling author of programming language "bibles" (including JavaScript: The Definitive Guide

and Java in a Nutshell) and committer to the Ruby Subversion repository. Yukihiro "Matz" Matsumoto, creator, designer and lead developer of Ruby and author of Ruby in a Nutshell, which has been expanded and revised to become this book. why the lucky stiff, artist and Ruby programmer extraordinaire. This book begins with a quick-start tutorial to the language, and then explains the language in detail from the bottom up: from lexical and syntactic structure to datatypes to expressions and statements and on through methods, blocks, lambdas, closures, classes and modules. The book also includes a long and thorough introduction to the rich API of the Ruby platform, demonstrating -- with heavily-commented example code -- Ruby's facilities for text processing, numeric manipulation, collections, input/output, networking, and concurrency. An entire chapter is devoted to Ruby's metaprogramming capabilities. The Ruby Programming Language documents the Ruby language definitively but without the formality of a language specification. It is written for experienced programmers who are new to Ruby, and for current Ruby programmers who want to challenge their understanding and increase their mastery of the language. Do you want to push Ruby to its limits? The Ruby Cookbook is the most comprehensive problem-solving guide to today's hottest programming language. It gives you hundreds of solutions to real-world problems, with clear explanations and thousands of lines of code you can use in your own projects. From data structures and algorithms, to integration with cutting-edge technologies, the Ruby Cookbook has something for every programmer. Beginners and advanced Rubyists alike will learn how to program with: Strings and numbers Arrays and hashes Classes, modules, and namespaces Reflection and metaprogramming XML and HTML processing Ruby on Rails (including Ajax integration) Databases Graphics Internet services like email, SSH, and BitTorrent Web services Multitasking Graphical and terminal interfaces If you need to write a web application, this book shows you how to get started with Rails. If you're a system administrator who needs to rename thousands of files, you'll see how to use Ruby for this and other everyday tasks. You'll learn how to read and write Excel spreadsheets, classify text with Bayesian filters, and create PDF files. We've even included a few silly tricks that were too cool to leave out, like how to blink the lights on your keyboard. The Ruby Cookbook is the most useful book yet written about Ruby. When you need to solve a problem, don't reinvent the wheel: look it up in the Cookbook.

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)

Thanks to the explosive growth in popularity of the Rails framework, the equally popular Ruby programming language now has a great place to hang its hat. The powerful combination of the two provides the perfect toolset to create Web applications that feature concise code, clean syntax, and easy maintenance. This must-have book is your best guide on how to jump on the RoR bandwagon—from the basics of Ruby programming to advanced techniques for experienced Rails developers.

Ruby 錦囊妙技

Perform fast and efficient data analytics on both flat and hierarchical structured data

Rails Cookbook

Head First Ruby

Logging in Action

The Ruby Programming Language

Ruby Quick Syntax Reference is a condensed code and syntax reference to the Ruby scripting language. It presents the essential Ruby syntax in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any Ruby programmer. In Ruby Quick Syntax Reference, you will find: A concise reference to the Ruby language syntax. Short, simple, and focused code examples. A well laid out table of contents and a comprehensive index, allowing easy review.

This book is a comprehensive guide to utilizing and creating Ruby Gems. Coverage provides an enormous code library that will help developers improve their projects. It details 34 of the best and most useful Gems, including ones to speed up web applications, process credit card payments, produce PDF documents, read and update RSS feeds, and acquire real-time shipping prices from FedEx and UPS. Each of these also comes complete with actual use cases and code examples that readers can immediately use in their own projects. In addition, the book describes how readers can package and distribute their own Ruby Gems.

This book is for those new to programming or that know other programming languages and would like to know Ruby. The book teaches the fundamentals of object-oriented programming and starts with creating a basic program. Everything is covered such as control structures and variables, taking input, and creating output. Moving from the basic to more advanced topics, a solid understanding of Ruby is taught in logical progression. The book ends with an overview of the Web development framework, Ruby on Rails.

Once again, Jules J. Berman provides biomedical researchers and hospital professionals with an introduction to a time-saving programming language. In this new how-to manual, Berman expertly guides both experienced and inexperienced programmers through the Ruby programming language. Ruby Programming for Medicine and Biology opens with three chapters of Ruby language instruction followed by discussions of 100 ruby scripts covering the most common computational tasks in the field of biomedicine. With helpful

explanations of how scripts work, and how they might be implemented in real-world situations, readers will become familiar with this free, open source, object-oriented programming language that is quickly gaining momentum within the bioinformatics community.

Ruby Pocket Reference

A Brain-Friendly Guide

The Language that Powers Rails

A Hands-On Guide for the Adventurous

Learning Rails 3

Ruby Programming

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 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.

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.

Quickly create Web sites with this powerful tool Use this free and easy programming language for e-commercesites and blogs If you need to build Web and database applications quickly butyou don't dream in computer code, take heart! Ruby on Rails wascreated for you, and this book will have you up and running in notime. The Ruby scripting language and the Rails framework let youcreate full-featured Web applications fast. It's even fun! Discover how to Install and run Ruby and Rails Use the RadRails IDE Create a blog with Ruby Connect your Web site to a database Build a shopping cart Explore Ruby's syntax

Ruby on Rails For Dummies

Rails: Up and Running

Rails from the Outside In

The Pragmatic Programmers' Guide

Ruby on Rails Bible

Ruby on Rails for Microsoft Developers

Logging in Action is a guide to streamlining your log processing, turning logged data into a tool that will boost your application's performance. Logging in Action teaches you how to make your log processing a real asset for your application, all with free and open source tools. You'll use the powerful log management tool Fluentd to solve common log problems, and learn how proper log management can improve performance and make management of software solutions easier Logging in Action is a guide to streamlining your log processing, turning logged data into a tool that will boost your application's performance. It's packed with tips and tricks on how proper Fluentd log management can improve your application's security, speed, and cost-effectiveness. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

The Ruby Programming LanguageEverything You Need to Know"O'Reilly Media, Inc."

Updated for Ruby 2.2, this handy reference offers brief yet clear explanations of Ruby's core elements—from operators to blocks to documentation creation—and highlights the key features you may work with every day. Need to know the correct syntax for a conditional? Forgot the name of that String method? This book is organized to help you find the facts fast. Ruby Pocket Reference, 2nd Edition is ideal for experienced programmers who are new to Ruby. Whether you've come to Ruby because of Rails, or you want to take advantage of this clean, powerful, and expressive language for other applications, this reference will help you easily pinpoint the information you need. You'll find detailed reference material for: Keywords, operators, comments, numbers, and symbols Variables, pre-defined global variables, and regular expressions Conditional statements, method use, classes, and exception handling Methods for the BasicObject, Object, Kernel, String, Array, and Hash classes Time formatting directives New syntax since Ruby 1.9

Concepts and Code

Web Standards

Ruby by Example

Everything You Need to Know

Mastering HTML5, CSS3, and XML

Beginning RPG Maker VX Ace