

Beginning Ruby By Peter Cooper

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.

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

Learn how to program using the updated C++17 language. You'll start with the basics and progress through step-by-step examples to become a working C++ programmer. All you need are Beginning C++17 and any recent C++ compiler and you'll soon be writing real C++ programs. There is no assumption of prior programming knowledge. All language concepts that are explained in the book are illustrated with working program examples, and all chapters include exercises for you to test and practice your knowledge. Code downloads are provided for all examples from the text and solutions to the exercises. This latest edition has been fully updated to the latest version of the language, C++17, and to all conventions and best practices of so-called modern C++. Beginning C++17 also introduces the elements of the C++ Standard Library that provide essential support for the C++17 language. What You'll Learn Define variables and make decisions Work with arrays and loops, pointers and references, strings, and more Write your own functions, types, and operators Discover the essentials of object-oriented programming Use overloading, inheritance, virtual functions and polymorphism Write generic function templates and class templates Get up to date with modern C++ features: auto type declarations, move semantics, lambda expressions, and more

Examine the new additions to C++17 Who This Book Is For Programmers new to C++ and those who may be looking for a refresh primer on the C++17 programming language in general.

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

Learn how to make better decisions and write cleaner Ruby code. This book shows you how to avoid messy code that is hard to test and which cripples productivity. Author Carleton DiLeo shares hard-learned lessons gained from years of experience across numerous codebases both large and small. Each chapter covers the topics you need to know to make better decisions and optimize your productivity. Many books will tell you how to do something; this book will tell you why you should do it. Start writing code you love.

What You Will Learn
Build better classes to help promote code reuse
Improve your decision making and make better, smarter choices
Identify bad code and fixed it
Create quality names for all of your variables, classes, and modules
Write better, concise classes
Improve the quality of your methods
Properly use modules
Clarify your Boolean logic
See when and how you refactor
Improve your understanding of TDD and write better tests

Who This Book Is For
This book is written for Ruby developers. There is no need to learn a new language or translate concepts to Ruby.

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

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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.

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.

"An under-the-hood look at how the Ruby programming language runs code. Extensively illustrated with complete explanations and hands-on experiments. Covers Ruby 2.x"--

This book addresses today's approach to JavaScript in detail: modern browser support, including information on Internet Explorer 7; Object-Oriented JavaScript; testing and debugging; unobtrusive JavaScript techniques using DOM Scripting; Ajax; creating and using blocks of reusable code, and the future of JavaScript. All the concepts expressed in this up-to-the-minute reference are thoroughly backed up with real world examples and full-scale case studies. The book offers reusable functions for readers to use in their own projects, a significant time-saver. Also included are several reference sections that allow developers to look up details quickly and easily.

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.

Updated for the latest database management systems -- including MySQL 6.0, Oracle 11g, and Microsoft's SQL Server 2008 -- this introductory guide will get you up and running with SQL quickly. Whether you need to write database applications, perform

administrative tasks, or generate reports, *Learning SQL, Second Edition*, will help you easily master all the SQL fundamentals. Each chapter presents a self-contained lesson on a key SQL concept or technique, with numerous illustrations and annotated examples. Exercises at the end of each chapter let you practice the skills you learn. With this book, you will:

- Move quickly through SQL basics and learn several advanced features
- Use SQL data statements to generate, manipulate, and retrieve data
- Create database objects, such as tables, indexes, and constraints, using SQL schema statements
- Learn how data sets interact with queries, and understand the importance of subqueries
- Convert and manipulate data with SQL's built-in functions, and use conditional logic in data statements

Knowledge of SQL is a must for interacting with data. With *Learning SQL*, you'll quickly learn how to put the power and flexibility of this language to work.

Behaviour Driven Development is about writing software that matters. It is an approach to agile software development that takes cues from Test Driven Development, Domain Driven Design, and Acceptance Test Driven Planning. RSpec and Cucumber are the leading Behaviour Driven Development tools in Ruby. RSpec supports Test Driven Development in Ruby through the BDD lens, keeping your focus on design and documentation while also supporting thorough testing and quick fault isolation. Cucumber, RSpec's steadfast companion, supports Acceptance Test Driven Planning with business-facing, executable requirements documentation that helps to ensure that

you are writing relevant software targeted at real business needs. The RSpec Book will introduce you to RSpec, Cucumber, and a number of other tools that make up the Ruby BDD family. Replete with tutorials and practical examples, the RSpec Book will help you get your BDD on, taking you from executable requirements to working software that is clean, well tested, well documented, flexible and highly maintainable.

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.

Text is everywhere. Web pages, databases, the contents of files--for almost any programming task you perform, you need to process text. Cut even the most complex text-based tasks down to size and learn how to master regular expressions, scrape information from Web pages, develop reusable utilities to process text in pipelines, and more. Most information in the world is in text format, and programmers often find themselves needing to make sense of the data hiding within. It might be to convert it from one format to another, or to find out information about the text as a whole, or to extract information from it. But how do you do this efficiently, avoiding labor-intensive, manual work? Text Processing with Ruby takes a practical approach. You'll learn how to get text into your Ruby programs from the file system and from user input. You'll process delimited files such as CSVs, and write utilities that interact with other programs in text-processing pipelines. Decipher character encoding mysteries, and avoid the pain of jumbled characters and malformed output. You'll learn to use regular expressions to match, extract, and replace patterns in text. You'll write a parser and learn how to process Web pages to pull out information from even the messiest of HTML. Before long you'll be able to tackle even the most enormous and entangled text with ease, scything through gigabytes of data and effortlessly extracting the bits that

matter. What You Need: This book requires a passing familiarity with the Ruby programming language, and assumes that you already have Ruby installed on your computer.

Take advantage of Sinatra, the Ruby-based web application library and domain-specific language used by Heroku, GitHub, Apple, Engine Yard, and other prominent organizations. With this concise book, you will quickly gain working knowledge of Sinatra and its minimalist approach to building both standalone and modular web applications. Sinatra serves as a lightweight wrapper around Rack middleware, with syntax that maps closely to functions exposed by HTTP verbs, which makes it ideal for web services and APIs. If you have experience building applications with Ruby, you'll quickly learn language fundamentals and see under-the-hood techniques, with the help of several practical examples. Then you'll get hands-on experience with Sinatra by building your own blog engine. Learn Sinatra's core concepts, and get started by building a simple application Create views, manage sessions, and work with Sinatra route definitions Become familiar with the language's internals, and take a closer look at Rack Use different subclass methods for building flexible and robust architectures Put Sinatra to work: build a blog that takes advantage of service hooks provided by the GitHub API

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

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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

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

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.

'A vaulting triumph of a book' Isabella Tree, author of *Wilding* Bird migration remains perhaps the most singularly compelling natural phenomenon in the world. Nothing else combines its global sweep with its inherent ability to engender wonder and excitement. The past two decades have seen an explosion in our understanding of the almost unfathomable feats of endurance and complexity involved in bird migration – yet the science that informs these majestic journeys is still relatively in its infancy. Pulitzer Prize-shortlisted writer and ornithologist Scott Weidensaul is at the forefront of this cutting-edge research, and *A World on the Wing* sees him track some of the most remarkable flights

undertaken by birds around the world. His own voyage of discovery sees him sail through the storm-wracked waters of the Bering Sea; encounter gunners and trappers in the Mediterranean; and visit a forgotten corner of northeast India, where former headhunters have turned one of the grimmest stories of migratory crisis into an unprecedented conservation success. As our world comes increasingly under threat from the effects of climate change, these ecological miracles may provide an invaluable guide to a more sustainable future for ourselves. This is the rousing and reverent story of the billions of birds that, despite the numerous obstacles we have placed in their path, continue to head with hope to the far horizon.

Beginning Ruby From Novice to Professional Apress

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 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!)

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.

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.

Contains fifty-eight Ruby scripts to solve a variety of problems for system administration, image manipulation, and management of a Website.

The exciting and inspiring true story of Apollo 8, the first crewed spaceship to break free of the Earth's orbit and reach the moon, by the best-selling author of Apollo 13. What's more exciting than spaceships and astronauts? How about a spaceship carrying the first astronauts ever to see the moon firsthand--on Christmas! The year was 1968, and the American people were still reeling from the spacecraft fire that killed the Apollo 1 crew a year earlier. On top of that, there were rumors that the Russian cosmonauts were getting ready to fly around the moon. NASA realized that they needed to take a bold step--and that they needed to take it now. They wanted to win the space race against Russia and hold true to President Kennedy's promise to put a man on the moon by the end of the decade. So in a risky move, a few days before Christmas of that year, they sent Frank Borman, Jim Lovell, and Bill Anders to the moon! This book about the exciting and inspiring true story of Apollo 8, the first crewed spaceship to break free of Earth's orbit and reach the moon, tells the story of these three brave men, the frantic rush to get their rocket ready, and the journey that gave the American people--and the world--a new look at the planet we live on and the corner of space we inhabit. Filled

with the science and training required to put a person into space, and every detail of what it's like to live in a spaceship for days on end (including what happens when astronauts need to use the bathroom), this book is sure to leave kids clamoring for a spot on the next mission to outer space.

Learn to program with Rust in an easy, step-by-step manner on Unix, Linux shell, macOS and the Windows command line. As you read this book, you'll build on the knowledge you gained in previous chapters and see what Rust has to offer. Beginning Rust starts with the basics of Rust, including how to name objects, control execution flow, and handle primitive types. You'll see how to do arithmetic, allocate memory, use iterators, and handle input/output. Once you have mastered these core skills, you'll work on handling errors and using the object-oriented features of Rust to build robust Rust applications in no time. Only a basic knowledge of programming is required, preferably in C or C++. To understand this book, it's enough to know what integers and floating-point numbers are, and to distinguish identifiers from string literals. After reading this book, you'll be ready to build Rust applications. What You'll Learn Get started programming with Rust Understand heterogeneous data structures and data sequences Define functions, generic functions, structs, and more Work with closures, changeable strings, ranges and slices Use traits and learn about lifetimes Who This Book Is For Those who are new to Rust and who have at least some prior experience with programming in general: some C/C++ is recommended particularly.

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- Discover the fundamentals of Ruby and its object-oriented building blocks
- Use the Ruby libraries, gems, and documentation
- Work with files and databases
- Write and deploy Ruby applications
- Harness the various Ruby web frameworks and use them effectively
- Do network programming with Ruby

It's 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.

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Peter Guralnick, dean of rock-and-roll-storytellers, writes in the introduction to *Johnny's Cash & Charley's Pride*, "Peter Cooper has always been in the mix." Whether spending time with Johnny Cash or Kris Kristofferson, playing bass for Loretta Lynn, discussing songwriting with Taylor Swift, or introducing the Grateful Dead's Robert Hunter to Porter Wagoner, Peter Cooper has continually found himself in the presence of music royalty and the recipient of countless intimate conversations, asides, and confidences. In *Johnny's Cash & Charley's Pride: Lasting Legends and Untold Adventures in Country Music*, Cooper chronicles his many "in the mix" tales since arriving in Nashville in 2000 to cover the country music scene for the *Tennessean*. Filled with untold stories and newly revealed histories, it is an informal yet well-studied inside view of country music's greatest characters and pivotal moments. Now a senior director at the Country Music Hall of Fame, Cooper's stories are akin to a curated behind-the-scenes tour of country music. Spanning nineteen chapters, Cooper offers an original take on the formative days at WSM and engaging introductions to an ensemble cast of country music's icons, quirks, and golden-but-hidden personalities. With a gem on every page, Cooper has crafted a perceptive, smiling, and atypical immersion into the world of country music that will keep any music fan engaged with its wit, passion, and authenticity.

The expert guide to building Ruby on Rails applications *Ruby on Rails* strips complexity from the development process, enabling professional developers to focus on what matters most: delivering business value. Now, for the first time, there's a

comprehensive, authoritative guide to building production-quality software with Rails. Pioneering Rails developer Obie Fernandez and a team of experts illuminate the entire Rails API, along with the Ruby idioms, design approaches, libraries, and plug-ins that make Rails so valuable. Drawing on their unsurpassed experience, they address the real challenges development teams face, showing how to use Rails' tools and best practices to maximize productivity and build polished applications users will enjoy. Using detailed code examples, Obie systematically covers Rails' key capabilities and subsystems. He presents advanced programming techniques, introduces open source libraries that facilitate easy Rails adoption, and offers important insights into testing and production deployment. Dive deep into the Rails codebase together, discovering why Rails behaves as it does— and how to make it behave the way you want it to. This book will help you

- Increase your productivity as a web developer
- Realize the overall joy of programming with Ruby on Rails
- Learn what's new in Rails 2.0
- Drive design and protect long-term maintainability with TestUnit and RSpec
- Understand and manage complex program flow in Rails controllers
- Leverage Rails' support for designing REST-compliant APIs
- Master sophisticated Rails routing concepts and techniques
- Examine and troubleshoot Rails routing
- Make the most of ActiveRecord object-relational mapping
- Utilize Ajax within your Rails applications
- Incorporate logins and authentication into your application
- Extend Rails with the best third-party plug-ins and write your own
- Integrate email services into your applications with ActionMailer
- Choose

the right Rails production configurations Streamline deployment with Capistrano 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 5.1 and Ruby 2.4, 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 5.1 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 emails and manage background jobs with ActiveJob; 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 support for Webpack and advanced JavaScript, as well as Rails' new browser-based system testing. 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.

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)

Summary The Well-Founded 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-Founded 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.

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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.

The Rails™ 3 Way is a comprehensive resource that digs into the new features in Rails 3 and perhaps more importantly, the rationale behind them. —Yehuda Katz, Rails Core

The Bible for Ruby on Rails Application Development Ruby on Rails strips complexity from the development process, enabling professional developers to focus on what matters most: delivering business value via clean and maintainable code. The Rails™ 3 Way is the only comprehensive, authoritative guide to delivering production-quality code with Rails 3. Pioneering Rails expert Obie Fernandez and a team of leading experts illuminate the entire Rails 3 API, along with the idioms, design approaches, and libraries that make developing applications with Rails so powerful. Drawing on their unsurpassed experience and track record, they address the real challenges development teams face, showing how to use Rails 3 to maximize your productivity. Using numerous detailed code examples, the author systematically covers Rails 3 key capabilities and subsystems, making this book a reference that you will turn to again and again. He presents advanced Rails programming techniques that have been proven effective in day-to-day usage on dozens of production Rails systems and offers important insights into behavior-driven development and production considerations such as scalability. Dive deep into the Rails 3 codebase and discover why Rails is designed the way it is—and how to make it do what you want it to do. This book will help you

- Learn what's new in Rails 3
- Increase your productivity as a web application developer
- Realize the overall joy in programming with Rails
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- Design and manipulate your domain layer using

Active Record Understand and program complex program flows using Action Controller Master sophisticated URL routing concepts Use Ajax techniques via Rails 3 support for unobtrusive JavaScript Learn to extend Rails with popular gems and plugins, and how to write your own Extend Rails with the best third-party plug-ins and write your own Integrate email services into your applications with Action Mailer Improve application responsiveness with background processing Create your own non-Active Record domain classes using Active Model Master Rails' utility classes and extensions in Active Support

The “Bible” for Rails Development: Now Fully Updated for Rails 4.1 "When I read *The Rails Way* for the first time, I felt like I truly understood Rails for the first time." —From the Foreword by Steve Klabnik Ruby on Rails 4 is leaner, tighter, and even more valuable to professional web developers. More than ever, it helps you focus on what matters most: delivering business value via clean and maintainable code. *The Rails™ 4 Way* is the only comprehensive, authoritative guide to delivering production-quality code with Rails 4. Kevin Faustino joins pioneering Rails developer Obie Fernandez to illuminate the entire Rails 4 API, including its most powerful and modern idioms, design approaches, and libraries. They present extensive new and updated content on security, performance, caching, Haml, RSpec, Ajax, the Asset Pipeline, and more. Through detailed code examples, you'll dive deep into the Rails 4 code base, discover why Rails is designed as it is, and learn how to make it do exactly what you want.

Proven in dozens of production systems, this book's techniques will maximize your productivity and help you build more successful solutions. You'll want to keep this guide by your computer—you'll refer to it constantly. This guide will help you Build powerful, scalable REST-compliant APIs Program complex program flows using Action Controller Represent models, relationships, CRUD operations, searches, validation, callbacks, and more Smoothly evolve application database schema via Migrations Apply advanced Active Record techniques: single-table inheritance, polymorphic models, and more Create visual elements with Action View and partials Optimize performance and scalability with view caching Master the highly productive Haml HTML templating engine Make the most of Rails' approach to session management Secure your systems with Rails 4's improved authentication and authorization Resist SQL Injection, XSS, XSRF, and other attacks Extend Rails with popular gems and plugins, and learn to write your own Integrate email services with Action Mailer Use Ajax via Rails 4 support for unobtrusive JavaScript Improve responsiveness with background processing Leverage Asset Pipeline to simplify development, improve perceived performance, and reduce server burdens Accelerate implementation and promote maintainability with RSpec

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