

## Intro To Ruby Programming Beginners Guide Series

*Programming Language And Computer Coding Made Simple! Do you love new technologies and computers and want to take your hobby to the next level? Are you into computer science and programming so you wish to improve your skills and learn new things? Have you heard about C++ but have no idea where to start from? Well, there's no need to worry because the C++ For Beginners is here to teach you everything there is to know to get started on coding! C++ is one of the most important programming languages at the moment as it has been used to write the most famous software and their server-side backend, such as... Mozilla Firefox Google Chrome VLC Media Player Facebook Amazon PayPal Written For Beginners C++, also known as CPP, is first and foremost a language like any other, so before you're able to write poetry, you need to learn the alphabet, right? And this is exactly what you will learn with this amazing guide! This book was carefully written for absolute beginners so you can get started with coding even if you don't have much background knowledge. All you need is simple computer skills and well, a computer! The book is equipped with many pictures so you will know exactly what to do every step of the way!*

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*From installing the right software to using the proper syntax, the book will give you careful instructions so you will get ready to start coding! Learn The Basics The step-by-step CPP guide will teach you the most important parts of the language so you can get ready to complete simple tasks in no time! The comprehensive guide has many exercises and tasks so you can practise and improve your abilities. From syntax and keywords to variables and constants, the book will give your computer skills a unique boost! So Get Yours Now And Get Started!*

*Summary The Well-Grounded Rubyist, Third Edition is a beautifully written tutorial that begins with your first Ruby program and takes you all the way to sophisticated topics like reflection, threading, and recursion. Ruby masters David A. Black and Joe Leo distill their years of knowledge for you, concentrating on the language and its uses so you can use Ruby in any way you choose. Updated for Ruby 2.5. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Designed for developer productivity, Ruby is an easy-to-learn dynamic language perfect for creating virtually any kind of software. Its famously friendly development community, countless libraries, and amazing tools, like the Rails framework, have established it as the language of*

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*choice for high-profile companies, including GitHub, SlideShare, and Shopify. The future is bright for the well-grounded Rubyist! About the Book In The Well-Grounded Rubyist, Third Edition, expert authors David A. Black and Joseph Leo deliver Ruby mastery in an easy-to-read, casual style. You'll lock in core principles as you write your first Ruby programs. Then, you'll progressively build up to topics like reflection, threading, and recursion, cementing your knowledge with high-value exercises to practice your skills along the way. What's Inside Basic Ruby syntax Running Ruby extensions FP concepts like currying, side-effect-free code, and recursion Ruby 2.5 updates About the Reader For readers with beginner-level programming skills. About the Authors David A. Black is an internationally known Ruby developer and author, and a cofounder of Ruby Central. Ruby teacher and advocate Joseph Leo III is the founder of Def Method and lead organizer of the Gotham Ruby Conference. Table of Contents PART 1 RUBY FOUNDATIONS Bootstrapping your Ruby literacy Objects, methods, and local variables Organizing objects with classes Modules and program organization The default object (self), scope, and visibility Control-flow techniques PART 2 BUILT-IN CLASSES AND MODULES Built-in essentials Strings, symbols, and other scalar objects Collection and container objects Collections central: Enumerable*

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*and Enumerator Regular expressions and regexp-based string operations File and I/O operations  
PART 3 RUBY DYNAMICS Object individuation  
Callable and runnable objects Callbacks, hooks, and runtime introspection Ruby and functional programming*

*What will you learn from this book? What's all the buzz about this Ruby language? Is it right for you? Well, ask yourself: are you tired of all those extra declarations, keywords, and compilation steps in your other language? Do you want to be a more productive programmer? Then you'll love Ruby. With this unique hands-on learning experience, you'll discover how Ruby takes care of all the details for you, so you can simply have fun and get more done with less code. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Ruby uses a visually rich format to engage your mind, rather than a text-heavy approach to put you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works. This book will provide you with all of the tools you need to be a professional Ruby developer. Starting with the core principles, such as syntax and best practices, and up to advanced topics like metaprogramming and big data analysis. About This Book Provides the core skills required to*

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*become a Ruby programmer Covers how to use the most popular Ruby Gem libraries Includes details on regular expressions Who This Book Is For This is a complete course written from the ground up for beginners wanting to gain a solid understanding of the Ruby language. It starts at the beginning with how to install Ruby and work with it on multiple machines, so simply have a computer that's connected to the Internet and you'll be ready. What You Will Learn Learn how to use Ruby code effectively, picking the right tool for the job and not duplicating built-in functionality Gain best software development practices, and how to identify and fix common errors Absorb core programming skills, such as variables, strings, loops, conditionals, and much more Explore object-oriented programming and learn to create modular, reusable code that you can use across projects Build 10 practical Ruby programs as you work through the book on topics such as big data analysis and solving Euler equations In Detail Ruby is a powerful, general-purpose programming language that can be applied to any task. Whether you are an experienced developer who wants to learn a new language or you are new to programming, this book is your comprehensive Ruby coding guide. Starting with the foundational principles, such as syntax, and scaling up to advanced topics such as big data analysis, this book will give you all of the*

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*tools you need to be a professional Ruby developer. A few of the key topics are: object-oriented programming, built-in Ruby methods, core programming skills, and an introduction to the Ruby on Rails and Sinatra web frameworks. You will also build 10 practical Ruby programs. Created by an experienced Ruby developer, this book has been written to ensure it focuses on the skills you will need to be a professional Ruby developer. After you have read this book, you will be ready to start building real-world Ruby projects. Style and approach This is a comprehensive course for learning the Ruby programming language that works methodically through everything that you need to know. It begins with the basics of the language and then works through some complete projects to apply your skills and ensure that you have fully absorbed them and can use them in the real world.*

*Learn Ruby in 24 Hours Or Less - A Beginner's Guide To Learning Ruby Programming Now  
Ruby Beginner's Crash Course*

*Coding Literacy*

*From Beginner to Pro*

*An Introduction to Learning Ruby Programming with Tutorials and Hands-On Examples*

*The Ruby Way*

*Ruby*

The Ruby programming language is perfect for

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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!) Learning Ruby on Rails has never been this fast and easy, or fun! Veteran Codemy.com programmer John Elder walks you step by step through the ins and outs of Rails for Web Development. Written for the absolute beginner, you don't need any programming experience to dive in and get started with this book. Follow along as John builds a

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Pinterest-style website from start to finish that allows people to sign up, log in and out, edit their profile, upload images to the database and style those images on the screen. By the end, you'll be well on your way to becoming a professional Ruby on Rails coder!

Are You Ready To Learn Ruby Easily? This book aims to guide a complete novice in Ruby programming. This book is carefully crafted to aid the new or inexperienced programmer in learning to write a code in Ruby language. If you are someone who somehow developed a fear to explore the unknown and still interested in learning Ruby programming, then this book can truly help you. This book covers everything that a beginner in Ruby programming should learn. Understand that programming offers an infinite amount of information and knowledge. However, this book understands that it may overwhelm a mere beginner in programming if it tackles even the advanced features of the Ruby language. This book can help you build a solid, basic knowledge in programming that can help you a lot when you begin to write your own program in Ruby language. You can use the acquired knowledge to pursue or learn more about Ruby's advanced concepts later on. For now, just concentrate on the basics and make sure to absorb every lesson before you go to the next one. Practice makes perfect and this book provides a lot of practice programs or exercises that can help you enhance your

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experience in Ruby programming. The exercises are simple and easy to understand to help you comprehend the lesson quickly. You also need to take note of the error messages that you may encounter. Let them serve as your guide so you can avoid the same mistake in the future or help you resolve the same error when you encounter them once more. Learning Ruby programming in 7 days is not something impossible to accomplish. Even a person with a little or no experience with any programming language can learn it within those days. As you go through each lesson, you will notice that it is quite easy to understand. It becomes much simpler when you have patience and discipline. Understand that you will be able to learn the Ruby basics in 7 days, but that won't make you an instant expert. You still need to practice and work your way in discovering the cool things that you can do with Ruby as you go along. Even expert programmers need to spend ample time in honing their programming skills. Before you know it, you are ready to create a more complex program. This book presents everything that a novice may need in understanding the basic Ruby programming. It is presented in such a way that anyone without prior programming knowledge will find it easy to understand - most technical jargons were kept to minimal, and they are the terminologies that you will likely encounter once you have started writing your program. Here's What You'll Learn From This Ruby For Beginners

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Book: [?] Chapter 1: Getting acquainted with ruby [?] Chapter 2: Initial Preparations [?] Chapter 3: Start with the Basics [?] Chapter 4: Ruby Variables [?] Chapter 5: All About Methods [?] Chapter 6: Flow Control [?] Chapter 7: Iterators and Loops [?] Chapter 8: More on Arrays and Hashes What Are You Waiting For? Start Coding Ruby Right Now!

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

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“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](http://www.rubyhacker.com).

[informit.com/aw](http://informit.com/aw) [informit.com/ruby](http://informit.com/ruby)  
[rubyhacker.com/therubyway](http://rubyhacker.com/therubyway) [therubyway.io](http://therubyway.io)  
Learn Rails the Fast and Easy Way!

Ruby in a Nutshell

An Introduction to C++ Programming and Object Oriented Programming with Tutorials and Hands-On Examples

Programming Ruby

An Introduction to Learn R Programming with

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Tutorials and Hands-On Examples

Beginning Ruby

Ruby on Rails Tutorial

*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.*

*Learning Ruby has never been this fast and easy, or fun! Veteran Codemy.com programmer John Elder walks you step by step through the ins and outs of Ruby Programming. Written for the absolute beginner, you don't need any programming experience to dive in and get started with this book. Follow along as John teaches you to set up a development environment and write your first program. You'll learn about Variables, Math, IF/THEN Statements, Array, Hashes, Loops, Methods and much more. By the end, you'll be well on your way to becoming a professional Ruby coder! Build on your skills with practice exercises at the end of each chapter and build a math flashcard game using all the skills you've learned throughout the book. It really is this easy to learn Ruby! \*AUTHOR UPDATE: C9, the development environment we used in the book, was purchased by Amazon and is no longer accepting new users unless you sign up through my education account at [Codemy.com/c9](https://www.codemy.com/c9)*

*Discover How to Build Highly-Resilient, Scalable, and Beautiful Android Apps With the Kotlin Programming Language! Are you looking for the perfect language as a beginner to kickstart your journey into software development? Are you a Java programmer, or any other programmer looking for an efficient way to get started designing awesome Android apps? If your answer is yes, then keep reading...*

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*Kotlin is a powerful, general-purpose programming language suitable for cross-platform development. In this comprehensive beginner's guide to Kotlin programming, you'll master the core foundations of Kotlin as well as build your own basic Android app from scratch! Here's what you're going to learn in Kotlin Programming for Beginners Everything you need to know about Kotlin and how it works together with Android How to set up your environment for effective Kotlin application development The core fundamentals of the Kotlin programming language to help you write high-quality code Step-by-step instructions to build your first Kotlin application that runs on Android How to develop aesthetically beautiful and robust layouts using RecyclerView, NavigationView, etc Foolproof ways to test your applications using the available testing frameworks within Kotlin and keep your app free from bugs ...and tons, tons more! Whether you're a brand new software developer looking to pick up your very first language, or you're an experienced Android developer looking to stretch your app to the limits beyond what vanilla Java can offer you, this book is a complete resource guide for everyone looking to master Kotlin and develop awesome apps for Android. Ready to add another programming language to your toolbelt? Scroll to the top of this page and click the "Buy Now with 1-Click" button to get started today!*

*How the theoretical tools of literacy help us understand programming in its historical, social and conceptual contexts. The message from educators, the tech community, and even politicians is clear: everyone should learn to code. To emphasize the universality and importance of computer programming, promoters of coding for everyone often invoke the concept of "literacy," drawing parallels between reading*

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*and writing code and reading and writing text. In this book, Annette Vee examines the coding-as-literacy analogy and argues that it can be an apt rhetorical frame. The theoretical tools of literacy help us understand programming beyond a technical level, and in its historical, social, and conceptual contexts. Viewing programming from the perspective of literacy and literacy from the perspective of programming, she argues, shifts our understandings of both. Computer programming becomes part of an array of communication skills important in everyday life, and literacy, augmented by programming, becomes more capacious. Vee examines the ways that programming is linked with literacy in coding literacy campaigns, considering the ideologies that accompany this coupling, and she looks at how both writing and programming encode and distribute information. She explores historical parallels between writing and programming, using the evolution of mass textual literacy to shed light on the trajectory of code from military and government infrastructure to large-scale businesses to personal use. Writing and coding were institutionalized, domesticated, and then established as a basis for literacy. Just as societies demonstrated a “literate mentality” regardless of the literate status of individuals, Vee argues, a “computational mentality” is now emerging even though coding is still a specialized skill.*

*C++ for Beginners*

*Learning Ruby*

*Intro To Ruby Programming*

*Beginning Ruby on Rails*

*The Bulgarian C# Book*

*Solutions and Techniques in Ruby Programming*

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### *Practical Object-oriented Design in 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*

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*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.*

*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*

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*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.*

*Get a comprehensive, in-depth introduction to the core Python language with this hands-on book. Based on author Mark Lutz's popular training course, this updated fifth edition will help you quickly write efficient, high-quality code with Python. It's an ideal way to begin, whether you're new to programming or a professional developer versed in other languages.*

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Complete with quizzes, exercises, and helpful illustrations, this easy-to-follow, self-paced tutorial gets you started with both Python 2.7 and 3.3— the latest releases in the 3.X and 2.X lines—plus all other releases in common use today. You'll also learn some advanced language features that recently have become more common in Python code. Explore Python's major built-in object types such as numbers, lists, and dictionaries Create and process objects with Python statements, and learn Python's general syntax model Use functions to avoid code redundancy and package code for reuse Organize statements, functions, and other tools into larger components with modules Dive into classes: Python's object-oriented programming tool for structuring code Write large programs with Python's exception-handling model and development tools Learn advanced Python tools, including decorators, descriptors, metaclasses, and Unicode processing Coding experts point to Ruby as one of the best languages to start with when you're learning coding. It's been a popular choice for schools and code camps who want to introduce coding to a younger audience. *Ruby For Kids For Dummies* helps teach the basics of coding and *Ruby to kids* who

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*don't have the opportunity to take coding classes at school or in camp as well as those who simply prefer to learn on their own. Broken down into smaller, goal-oriented projects, Ruby For Kids For Dummies introduces core coding concepts as it walks the student through steps for creating applications. The book is ideal for early-to-pre-teen learners interested in expanding their technology skills as well as younger readers eager to learn via step-by-step instruction.*

*Your Guide to Easily Learn Ruby*

*Programming in 7 Days*

*Coding with Ruby For Kids For Dummies*

*Ruby by Example*

*A Hands-On Guide for the Adventurous  
Practical Object-Oriented Design*

*Ruby for Beginners*

*I Love Ruby*

**Coding For Dummies, (9781119293323)** was previously published as **Coding For Dummies, (9781118951309)**. While this version features a new Dummies cover and design, the content is the same as the prior release and should not be considered a new or updated product. Hands-on exercises help you learn to code like a pro No coding experience is required for Coding For Dummies, your one-stop guide to building a foundation of knowledge in writing computer code for web, application, and software development. It doesn't matter

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if you've dabbled in coding or never written a line of code, this book guides you through the basics. Using foundational web development languages like HTML, CSS, and JavaScript, it explains in plain English how coding works and why it's needed. Online exercises developed by Codecademy, a leading online code training site, help hone coding skills and demonstrate results as you practice. The site provides an environment where you can try out tutorials built into the text and see the actual output from your coding. You'll also gain access to end-of-chapter challenges to apply newly acquired skills to a less-defined assignment. So what are you waiting for? The current demand for workers with coding and computer science skills far exceeds the supply. Teaches the foundations of web development languages in an easy-to-understand format. Offers unprecedented opportunities to practice basic coding languages. Readers can access online hands-on exercises and end-of-chapter assessments that develop and test their new-found skills. If you're a student looking for an introduction to the basic concepts of coding or a professional looking to add new skills, Coding For Dummies has you covered. What is One Way to Become A Skilled, In-Demand Programmer? Start with Ruby! In the world of programming, many types of languages are being used. If you are just starting out, the first decision that you will have to make is which of these coding tools should you

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use. Learning how to code brings upon foreign concepts, technical jargon and many challenges. With that being said, one needs to be smart in choosing the perfect programming language that they feel would best complement their level of comprehension. Ruby is a highly recommended programming language that will help you get started. Why is Ruby Beneficial to Learn and In-Demand? 1. One of the easiest programming languages to learn. 2. It has a huge and functional ecosystem. 3. It is very flexible to use. 4. Ruby uses simple naming conventions to indicate extent of variables. 5. Ruby is loaded with other outstanding features. Those are just a few advantages to keep you in the loop. As you explore more of its benefits by reading Ruby Beginner's Crash Course you'll be confident enough to begin exploring this amazing programming language. What Will You Learn in this Book?-What Ruby Is -How To Install Ruby -How to Get Started -How Data is Structured In Ruby -How To Write A Web Application Using Ruby On Rails Buy this book now to quickly learn Ruby and open yourself up to a whole new world of possibilities! Pick up your copy today so we can get started!

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

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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. Its been a long time since I started writing I Love Ruby. I first projected this book as a toy programming book, but not any more, this book is maturing into something serious.

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Possibly a book to be read by people who are serious about Ruby, hence this book is undergoing a dramatic change. Its been proof read from top to bottom. All its examples are worked for Ruby 2.5, and finally this book is appearing online, epub, pdf and print. I hope you enjoy learning Ruby. It should be noted that one can get this book free absolutely free here <https://i-love-ruby.gitlab.io/> , this book is as print so that people who wish to have a printed book can have a copy.

Learning Python

Mastering Ruby on Rails

Beginners Guide Series

Concepts and Code

Comprehensive Ruby Programming

An Introduction to Learn the Kotlin

Programming Language with Tutorials and Hands-On Examples

Take the guesswork out of mastering Ruby Programming language and learn how to build powerful, real-world, and modern applications for the web! Are you completely new to coding and looking for a great, easy-to-understand language to learn as your first? Do you want to become a more productive programmer and skip all the extra keywords, declaration, and compilation steps that are rife in other languages? If your answer is yes to any of the questions above, then this book is for you. Ruby is used in some of the world's most popular and user-heavy web applications, for good reason. It's easy to maintain and is designed to be concurrent. In this guide, Nathan Metzler skips the fluff and shows you how easy it is to get started with Ruby as a beginner and code your own applications with practical examples and exercises. Here's a snippet of what you're going to discover in Ruby Programming for

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

The 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](http://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

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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.

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

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may be 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

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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

Learn Ruby the Hard Way

How Computer Programming Is Changing Writing

Why's (Poignant) Guide to Ruby

Ruby Programming for Beginners

Kotlin Programming for Beginners

Build Websites with Python and Django

The Book of Ruby

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Offers a Ruby tutorial featuring fifty-two exercises that cover such topics as installing the Ruby environment, organizing and writing code, strings and text, object-oriented programming, debugging and automated testing, and basic game development.

Ruby on Rails is the revolutionary online programming tool that makes creating functional e-commerce web sites faster and easier than ever. With the intuitive, straightforward nature of Ruby and the development platform provided by Rails, you can put together full-fledged web applications quickly, even if you're new to web programming. You will find a thorough introduction to both Ruby and Rails in this book. You'll get the easy instructions for acquiring and installing both; understand the nature of conditionals, loops, methods, and blocks; and become familiar with Ruby's classes and objects. You'll learn to build Rails applications, connect to databases, perform necessary testing, and put the whole thing together to create real-world applications such as shopping carts and online catalogs--apps you can actually use right away. What you will learn from this book

- \* How to install and use Ruby and Rails
- \* Object-oriented programming with Ruby
- \* Rails fundamentals and how to create basic online applications
- \* How to work with HTML controls, use models in Rails applications, and work with sessions
- \* Details on working with databases and creating, editing, and deleting database records

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Methods for handling cookies and filters and for caching pages \* How to connect Rails with Ajax Who this book is for This book is for anyone who wants to develop online applications using Ruby and Rails. A basic understanding of programming is helpful; some knowledge of HTML is necessary. Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think, providing a structured, tutorial format that will guide you through all the techniques involved.

Intro To Ruby Programming Beginners Guide Series Master the programming skills you need to turn raw, unfiltered data into deep insights and get ready for a data science and analytics career with this definitive guide to R Programming for Beginners! Do you want to get started learning how to program, but don't know where to begin? Are you interested in moving beyond Excel sheets and learning one of the most powerful programming language used in cutting edge research such as machine learning? If you answered yes to any of these questions, then this book might just be what you need. R can be a royal pain in the neck sometimes. Even seasoned programmers and data analysts still struggle with it. But it doesn't have to be you. In this guide, you're going to learn everything you need to do heavy data wrangling in R, with graded exercises and examples at the end to help you reinforce what you've learned. Here's a preview of what you're going to discover in R

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Programming for Beginners Step-by-step instructions to help you set up and install the R Environment with photos How to properly Execute R Scripts with your favorite code editor Everything you need to know about the R syntax-statements, blocks, comments, and keywords Steps to help you write your very first R script and begin your programming journey The 6 data types supported by the R programming language How to name variables and assign values to them Steps to help you write well-defined user functions effectively How to control program flow with decision making control structures and loops How to visualize data with R programming ...and lots more! Whether you're completely new to programming and have never written a single line of code before, or you're an intermediate or experienced R programmer looking to brush up on the basics, this book has everything you need to master R completely. Scroll to the top of the page and click the "Add to Cart" button to get started today!

An Agile Primer Using Ruby

The Pragmatic Programmers' Guide

Eloquent Ruby

The Well-Grounded Rubyist

R Programming for Beginners

An Agile Primer

Ruby for Beginner's Guide to Ruby Programming,

Ruby on Rails & Rails Programming

*Ruby is famous for being easy to learn, but most users only scratch the surface*

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*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*

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*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. There is no shortage of programming languages and frameworks out there. But in the midst of all this, Ruby on Rails stands out. Despite losing out on the top spot to other contenders, Ruby on Rails has earned for itself a position of repute and a robust user base. Ever since its debut in 2004, Ruby on Rails has rapidly become one of the most impactful and popular tools for building dynamic web applications. Rails owes much of its success to its compact design and the usage of the underlying Ruby language. It effectively creates a domain-specific language for writing web applications. As a result, many common web programming tasks--such as generating HTML, making data models, and routing URLs--are easier with Rails. Although its outstanding capabilities have made*

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*Ruby on Rails one of the world's most popular web development frameworks, some might still find it challenging to learn and use. Mastering Ruby on Rails: A Beginner's Guide could be just the right solution for that. Whatever your previous web development experience is, Mastering Ruby on Rails can guide you to true Rails proficiency. It will help you to: Install and set up your Rails development environment Go beyond generated code to build Rails applications from scratch Effectively use the Model-View-Controller (MVC) pattern Master the Ruby programming skills all Rails developers need Define high-quality site layouts and data models Add social features and navigate Asynchronous Javascript and XML (Ajax) Mastering Ruby on Rails will walk you through Rails' inner workings and equip you to tackle complicated projects with solutions that are well-tested, adaptive, and easy to maintain. This book starts by explaining critical points behind object-oriented programming and builds toward creating a full Rails application within a few chapters. By the end of this book,*

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*besides in-depth knowledge of Rails, you will also have a basic understanding of many supporting technologies such as SQL, web frameworks, and Integrated Development Environment (IDE). You will be able to quickly grasp the Rails methodology by focusing on the development from the point of view of the beginner-level developer. Additionally, you will be provided with a reliable roadmap for migrating your applications, skill set, and development procedures to the newer, more flexible programming platform that Rails offers. Moreover, learning Rails development independently will let you use all the qualities like creativeness, critical thinking, and project management. Mastering Ruby on Rails serves as a complete guide to exploring Ruby on Rails, expanding your set of skills and experience that will only benefit you throughout your professional life. If you are looking to get into the fascinating world of Rails development, Mastering Ruby on Rails is the right pick for you! Learn more about our other Mastering titles at: <https://www>*

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*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*

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frameworks and GUI programming Covers many ancillary technologies in order to provide a broader picture (e.g., databases, XML, network daemons) Those who are efficient in the Ruby programming language is very high in demand right now. If you are unsure of how to create programs with Ruby, this book will guide your from step one in a coding project all the way through to the end. With the help of this beginners guide you will learn how to program in no time! Follow along with the book to get the drift on how to use Ruby. After you master Ruby, you can move on to Ruby on Rails, which is the framework that goes with Ruby. Soon enough you will become a master programmer using the user-friendliest programming language ever developed. This will help you to land jobs or even write your own coding for a sweet web application. The sky is the limit once you have read, practiced, and learned the Ruby programming language! Here Is What You'll Learn About... What Is Ruby Programming Computer Evaluation Of Ruby Code Objects & Methods Classes & Instances Data Structures Ruby

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***Use metaprogramming and DSLs to reduce the amount of code needed without decreasing maintainability***  
***Book Description***  
***Anyone striving to become an expert Ruby programmer needs to be able to write maintainable applications. Polished Ruby Programming will help you get better at designing scalable and robust Ruby programs, so that no matter how big the codebase grows, maintaining it will be a breeze. This book takes you on a journey through implementation approaches for many common programming situations, the trade-offs inherent in each approach, and why you may choose to use different approaches in different situations. You'll start by refreshing Ruby fundamentals, such as correctly using core classes, class and method design, variable usage, error handling, and code formatting. Then you'll move on***

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*to higher-level programming principles, such as library design, use of metaprogramming and domain-specific languages, and refactoring. Finally, you'll learn principles specific to web application development, such as how to choose a database and web framework, and how to use advanced security features. By the end of this Ruby programming book, you'll be a well rounded web developer with a deep understanding of Ruby. While most code examples and principles discussed in the book apply to all Ruby versions, some examples and principles are specific to Ruby 3.0, the latest release at the time of publication. What you will learn*

*Use Ruby's core classes and design custom classes effectively*

*Explore the principles behind variable usage and method argument choice*

*Implement advanced error handling approaches such as exponential backoff*

*Design extensible libraries and plugin systems in Ruby*

*Use metaprogramming and DSLs to avoid code redundancy*

*Implement different approaches to testing and understand their trade-offs*

*Discover design patterns, refactoring, and optimization with Ruby*

*Explore database design principles and advanced web app security*

*Who this book is for* This book is for Ruby programmers who are comfortable in coding with Ruby but want to advance their skills by mastering the deeper principles and best practices behind writing maintainable, scalable, optimized, and well-structured Ruby code. This book won't teach you the basics of Ruby – you'll need intermediate knowledge and practical experience before you can dive in.

*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*

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*for this versatile language. The best way to learn is to just try the code! You'll find examples on nearly every page of this book that you can imitate and hack. Briefly, this book: Outlines many of the most important features of Ruby Demonstrates how to use conditionals, and how to manipulate strings in Ruby. Includes a section on regular expressions Describes how to use operators, basic math, functions from the Math module, rational numbers, etc. Talks you through Ruby arrays, and demonstrates hashes in detail Explains how to process files with Ruby Discusses Ruby classes and modules (mixins) in detail, including a brief introduction to object-oriented programming (OOP) Introduces processing XML, the Tk toolkit, RubyGems, reflection, RDoc, embedded Ruby, metaprogramming, exception handling, and other topics Acquaints you with some of the essentials of Rails, and includes a short Rails tutorial. Each chapter concludes with a set of review questions, and appendices provide you with a glossary of terms related to Ruby programming, plus reference material from the book in one convenient location. If you want to take Ruby out for a drive, Learning Ruby holds the keys.*

*The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know*

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*like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: **Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book)** ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked*

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*list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733*

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*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)*

*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](http://poodr.info). The first title to focus squarely on*

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*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 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*

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*A Beginner's Guide*

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*A Simple and Idiomatic Introduction to the Imaginative World of Computational Thinking with Code*

*An Introduction to Programming for Kids*

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*From Novice to Professional*

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