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## **Y573ST - TORRES MAXIMO**

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For weeks, months—nay!—from the very moment you were born, you've felt it calling to you. At long last you'll be united with the programming language you've been longing for: Clojure! As a Lisp-style functional programming language, Clojure lets you write robust and elegant code, and because it runs on the Java Virtual Machine, you can take advantage of the vast Java ecosystem. Clojure for the Brave and True offers a "dessert-first" approach: you'll start playing with

real programs immediately, as you steadily acclimate to the abstract but powerful features of Lisp and functional programming. Inside you'll find an offbeat, practical guide to Clojure, filled with quirky sample programs that catch cheese thieves and track glittery vampires. Learn how to: -Wield Clojure's core functions -Use Emacs for Clojure development -Write macros to modify Clojure itself -Use Clojure's tools to simplify concurrency and parallel programming Clojure for the Brave and True assumes no prior experience with Clojure, the Java

Virtual Machine, or functional programming. Are you ready, brave reader, to meet your true destiny? Grab your best pair of parentheses—you're about to embark on an epic journey into the world of Clojure!

Provides information on creating Web-based applications using Ruby.

You Will Learn Python 3! Zed Shaw has perfected the world's best system for learning Python 3. Follow it and you will succeed—just like the millions of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In *Learn Python 3 the Hard Way*, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how a computer works; what good programs look like; and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing the exercises. Install a complete Python environment Organize and write code Fix and break code Basic mathematics Variables Strings and text Interact with users Work with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented programming Inheritance and composition Modules, classes, and objects Python packaging Automated testing Basic game development Basic web development It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. This Book Is Perfect For Total beginners with zero pro-

gramming experience Junior developers who know one or two languages Returning professionals who haven't written code in years Seasoned professionals looking for a fast, simple, crash course in Python 3

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.

Applying the principles and the knowledge that you learn in this book will help you build a strong foundation in Ruby programming, enough to allow you to move on to more advanced programming.

Elevate your Ruby skills to an advanced level by deepening your understanding of the design principles, best practices, and trade-offs involved in implementation approaches to future-proof your Ruby applications Key Features Learn Ruby web application design principles and strategies for databases, security, and testing from a Ruby committer Understand the design principles behind polished Ruby code and trade-offs between implementation approaches Use metapro-

programming 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 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.

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.

You don't have to accept slow Ruby or Rails performance. In this comprehensive guide to Ruby optimization, you'll learn how to write faster Ruby code--but that's just the beginning. See exactly what makes Ruby and Rails code slow, and how to fix it. Alex Dymo will guide you through perils of memory and CPU optimization, profiling, measuring, performance testing, garbage collection, and tuning. You'll find that all those "hard" things aren't so difficult after all, and your code will run orders of magnitude faster. This is the first book ever that consolidates all the Ruby performance optimization advice in one place. It's your comprehensive guide to memory optimization, CPU optimization, garbage collector tuning, profiling, measurements, performance testing, and more. You'll go from performance rookie to expert. First, you'll learn the best practices for writing Ruby code that's easy not only on the CPU, but also on memory, and that does-

n't trigger the dreaded garbage collector. You'll find out that garbage collection accounts for 80% of slowdowns, and often takes more than 50% of your program's execution time. And you'll discover the bottlenecks in Rails code and learn how selective attribute loading and preloading can mitigate the performance costs of ActiveRecord. As you advance to Ruby performance expert, you'll learn how to profile your code, how to make sense out of profiler reports, and how to make optimization decisions based on them. You'll make sure slow code doesn't creep back into your Ruby application by writing performance tests, and you'll learn the right way to benchmark Ruby. And finally, you'll dive into the Ruby interpreter internals to really understand why garbage collection makes Ruby so slow, and how you can tune it up. What You Need: Some version of Ruby. The advice from this book applies to all modern Ruby versions from 1.9 to 2.2. 80% of the material will also be useful for legacy Ruby 1.8 users, and there is 1.8-specific advice as well.

Learn to build Rails-based web applications using all the latest features offered in Rails 5.2. Author Stefan Wintermeyer begins by teaching the basics of Ruby 2.5 before proceeding through all aspects of Rails, utilizing clean, succinct examples - rather than a single large application. This book covers topics including Active Storage, Credentials, Active Record, Scaffolding, REST, Routing, Bundler, Forms, Cookies, and Sessions, all of which are vital for modern Rails web applications. To complement these topics you'll also learn about test-driven development, Action Cable, Active Job, Action Mailer, I18n, Asset Pipeline, and caching. Finally, you'll see a how-to for a production web server with nginx. This

complete set of skills will set you up for a future of efficient and elegant Rails coding. What You Will Learn Use the Ruby on Rails web development framework Install and manage the Rails framework Persist data for your web application with ActiveRecord Work with forms Apply a test-driven development approach to your Rails-based web applications Discover many Rails secrets and tips Who This Book Is For Beginners with at least some prior programming experience. Ruby experience is helpful, but not required.

You don't have to go back to school in order to get ahead in today's world... Do you have a burning desire to expand your skillset but don't have the time or care to go back to studying for the next 4+ years? Do you feel as if you are capable of so much more, and that you should be making a bigger contribution to the world? Are you ready to learn one of the most in-demand skills of the 21st century and set yourself up for outstanding success in your career -- success that will not only benefit you, but thousands, perhaps millions, of other people as well? Or, maybe you've already landed your dream job and now your boss needs you to fulfill the role as quickly as possible. Whatever the case may be, learning the ins and outs of the coding universe doesn't have to be some kind of big and complex ordeal. The internet might be abuzz with all kinds of confusing tutorials and partial playbooks making it seem like learning to code is harder than it really is, but rest assured, this is not true. Did you know that the average individual spends \$20,000 on a course that is sometimes up to 24 weeks long just to learn the basics of coding? But this doesn't have to be you. No matter where you are in the coding journey, you can take the information provided and begin to apply it today. You can learn to code in the

time it takes to read a book and skip all of the unnecessary schoolings, even if you've never coded anything before.

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.

*The Complete Guide to Avoiding and Fixing Common Rails 3 Code and Design Problems* As developers worldwide have adopted the powerful Ruby on Rails web framework, many have fallen victim to

common mistakes that reduce code quality, performance, reliability, stability, scalability, and maintainability. *Rails™ AntiPatterns* identifies these widespread Rails code and design problems, explains why they're bad and why they happen—and shows exactly what to do instead. The book is organized into concise, modular chapters—each outlines a single common AntiPattern and offers detailed, cookbook-style code solutions that were previously difficult or impossible to find. Leading Rails developers Chad Pytel and Tammer Saleh also offer specific guidance for refactoring existing bad code or design to reflect sound object-oriented principles and established Rails best practices. With their help, developers, architects, and testers can dramatically improve new and existing applications, avoid future problems, and establish superior Rails coding standards throughout their organizations. This book will help you understand, avoid, and solve problems with Model layer code, from general object-oriented programming violations to complex SQL and excessive redundancy Domain modeling, including schema and database issues such as normalization and serialization View layer tools and conventions Controller-layer code, including RESTful code Service-related APIs, including timeouts, exceptions, backgrounding, and response codes Third-party code, including plug-ins and gems Testing, from test suites to test-driven development processes Scaling and deployment Database issues, including migrations and validations System design for "graceful degradation" in the real world

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)

Do You Want To Learn How To Code, Fast? This Crash Course With Practical Examples Is About To Become Your Best Friend! Would you like to become an expert in coding and programming? Are you looking for a way to learn coding on your own? Well, this book is everything you've been looking for! It will teach you everything there is about Python coding, programming, artificial intelligence, and machine learning. If you want to learn how to code, taking your first steps into the coding universe might seem like an intimidating and daunting task. Here's the big secret: there are plenty of resources you can use to give yourself all the help you need, teach yourself new techniques, and make this learning process fun and exciting! And this guide is precisely one of those resources that will help you out! Here is what this book contains:

- Everything there is to know about machine learning and artificial intelligence
- Extensive training in data science
- A beginner's guide to learning

Python without breaking a sweat

- The benefits of learning Python
- Practical exercises that help you check your progress

The best way to learn to code involves you getting up-close-and-personal with a real book that you can follow along from beginning to end. This will give you a more comprehensive introduction to coding than jumping around from topic to topic on a website. Not only will this book teach you how to code, but it will also test your new skills! The practical exercises section will show you more about functions and modules and also how to make your program interactive. Without applying your coding skills in a few projects, you won't even be considered a real coder. So, start learning and practicing! You don't have to enroll in a four-year college program to learn the fundamentals of computer science and coding. All you have to do is get this book! Scroll up, click on "Buy Now with 1-Click", and Get Your Copy Now!

This book concentrates on application development as a whole process and is intended to complement existing Rails tutorials. Each chapter deals with a key feature or functional area of a complex, full-scale Rails application. This book is aimed at developers who want to find out how to rapidly build easily-deployed, easily-supported business applications. It is for developers who have learned Ruby on Rails, probably from one of the tutorial books, and want to apply that knowledge to effectively build full, realistic applications.

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 real-

istic 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

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.

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, CSRF, 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 Fifteen years in the making, "860 glittering pages" (The New York Times), the

first volume of the astonishing life of Barbara Stanwyck—one of our greatest screen actresses—explores her extraordinary range of eighty-eight motion pictures, her work, her world, and her Hollywood through an American century. Frank Capra called her "the greatest emotional actress the screen has yet known." Yet Barbara Stanwyck (1907-1990) was also one of its most underrated stars. Now, Victoria Wilson gives us the most complete portrait of this magnificent actress, seen as the quintessential Brooklyn girl whose family was in fact of old New England stock...her years in New York as dancer and Broadway star...her fraught marriage to Broadway genius, Frank Fay...the adoption of a son; her partnership with Zeppo Marx, with whom she created a horse breeding farm; her fairytale romance and marriage to Robert Taylor, America's most sought-after male star... Here is the shaping of her career working with Hollywood's most important directors, all set against the times—the Depression, the rise of the unions, the coming of World War II, and a fast-evolving motion picture industry. At the heart of the book is Stanwyck herself—how she transformed herself from shunned outsider into one of America's most revered screen actresses. Volume One is the result of more than 100 exhaustive interviews with those who knew Stanwyck, many who never before had agreed to be interviewed: her family, friends, and co-workers from Lauren Bacall, Jane Fonda, and Jackie Cooper to Patricia Neal, Milton Berle, and Kirk Douglas; from Billy Wilder, Bruce Dern, and Anthony Quinn to Jane Powell, Charlton Heston, Arthur Laurents, and Sydney Lumet. "An epic Hollywood narrative," A Life of Barbara Stanwyck includes never-before-seen letters, journals, and photographs.



Effectively learn and apply software development and engineering techniques to web application development using Rails 6 with this accelerated tutorial. This book teaches modern engineering practices including git flow, containerization, debugging, testing, and deployment. Along the way, you'll see how to build a social network application and then deploy it on a cloud provider such as Amazon Web Services. After reading and using this book, you'll be able to effectively build and deploy your Rails application to the cloud. You'll also have used the Ruby on Rails framework to carry out the rapid development of an idea into a product without sacrificing quality. What You Will Learn Use the Ruby on Rails 6 web development framework Integrate Docker with your Ruby on Rails code Apply software engineering techniques to learning the Rails framework Design, build, and deploy a social networking application to the Amazon cloud Who This Book Is For Beginners with at least some prior programming experience. Ruby experience is helpful, but not required.

**Are You Ready To Learn Ruby Easily?** This book aims to guide a complete novice in Ruby programming. This book is carefully crafted to aid the new or inexperienced programmer in learning to write a code in Ruby language. If you are someone who somehow developed a fear to explore the unknown and still interested in learning Ruby programming, then this book can truly help you. This book covers everything that a beginner in Ruby programming should learn. Understand that programming offers an infinite amount of information and knowledge. However, this book understands that it may overwhelm a mere beginner in programming if it tackles even the advanced features of the Ruby language.

This book can help you build a solid, basic knowledge in programming that can help you a lot when you begin to write your own program in Ruby language. You can use the acquired knowledge to pursue or learn more about Ruby's advanced concepts later on. For now, just concentrate on the basics and make sure to absorb every lesson before you go to the next one. Practice makes perfect and this book provides a lot of practice programs or exercises that can help you enhance your experience in Ruby programming. The exercises are simple and easy to understand to help you comprehend the lesson quickly. You also need to take note of the error messages that you may encounter. Let them serve as your guide so you can avoid the same mistake in the future or help you resolve the same error when you encounter them once more. Learning Ruby programming in 7 days is not something impossible to accomplish. Even a person with a little or no experience with any programming language can learn it within those days. As you go through each lesson, you will notice that it is quite easy to understand. It becomes much simpler when you have patience and discipline. Understand that you will be able to learn the Ruby basics in 7 days, but that won't make you an instant expert. You still need to practice and work your way in discovering the cool things that you can do with Ruby as you go along. Even expert programmers need to spend ample time in honing their programming skills. Before you know it, you are ready to create a more complex program. This book presents everything that a novice may need in understanding the basic Ruby programming. It is presented in such a way that anyone without prior programming knowledge will find it easy to understand - most technical jargons were kept

to minimal, and they are the terminologies that you will likely encounter once you have started writing your program. Here's What You'll Learn From This Ruby For Beginners Book: ✓ Chapter 1: Getting acquainted with ruby ✓ Chapter 2: Initial Preparations ✓ Chapter 3: Start with the Basics ✓ Chapter 4: Ruby Variables ✓ Chapter 5: All About Methods ✓ Chapter 6: Flow Control ✓ Chapter 7: Iterators and Loops ✓ Chapter 8: More on Arrays and Hashes What Are You Waiting For? Start Coding Ruby Right Now!

Learning Ruby on Rails has never been this fast and easy, or fun! Veteran Code-mys.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 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!

This reader-friendly textbook presents a concise and easy to follow introduction to Scala. Scala is an ideal first programming language, which permits programming in multiple paradigms, and enables developers to be more productive with modern computing infrastructures such as distributed environments. Topics and features: provides review questions and problem-solving exercises (with solutions) in each chapter, inspired by real-world applications; addresses each topic in a self-contained manner, highlighting how Scala can be evolved and grown according to the developer's needs; presents examples from a broad range of different application domains, including consumer

electronics, online payment, retail, vehicle manufacturing, and healthcare; encourages an innovation-oriented mindset, and the development of practical, saleable skills; draws from the author's extensive experience in industrial software development, academic research, and university teaching. This accessible and hands-on guide will embolden professional software engineers to make the switch to Scala. Instructors teaching introductory programming courses will also find this textbook popular among their students.

Paolo Perrotta has fifteen years of experience as a developer, ranging from embedded to enterprise software, computer games, and web applications. Paolo lives a nomadic life, mentoring agile teams throughout Europe. He has a base camp in Bologna, Italy. He loves Ruby.

Ready to transport your web applications into the Web 2.0 era? Head First Rails takes your programming -- and productivity -- to the max. You'll learn everything from the fundamentals of Rails scaffolding to building customized interactive web apps using Rails' rich set of tools and the MVC framework. By the time you're finished, you'll have learned more than just another web framework. You'll master database interactions, integration with Ajax and XML, rich content, and even dynamic graphing of your data -- all in a fraction of the time it takes to build the same apps with Java, PHP, ASP.NET, or Perl. You'll even get comfortable and familiar with Ruby, the language that underpins Rails. But you'll do it in the context of web programming, and not through boring exercises such as "Hello, World!" Your time is way too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to

craft a multi-sensory learning experience, Head First Rails uses a visually rich format designed to take advantage of the way your brain really works.

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 connec-

tion. Chris Pine will lead you through setting set up with the software you will need to start writing programs of your own.

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

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowl-

edge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust's advanced compiler with compiler-led programming techniques

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

Do you want to take the first step into the world of game programming? Are you tired of endless tutorials leaving you with more knowledge of how to become a website designer than a game programmer? Do you want a comprehensive guide to everything you need to know to start making your first game? If your answer to any of these questions is "yes" then this is the book for you. We'll be going over every facet of game programming, ranging from how to set your expectations of what you're getting into right up to creating the games themselves. In this book you'll discover:

- How

- to program a vast variety of different game genres.
- The most important game design elements crucial to your success.
- How to use the Gosu library to make games in Ruby.
- The best way to ensure your RPG Maker game is better than the rest.
- A crash-course in Unity to kick start your professional career

This book won't just teach you how to code. Rather, it'll teach you the ins and outs of game design so that you can make a game that's actually fun and entertaining, rather than just a classroom project. If you feel like you're ready to get into the world of game programming and create a game for millions of people worldwide to enjoy.

This book is packed with step-by-step instructions and practical examples, along with accompanying screenshots and code for an easy learning curve. The needs of a beginner are totally satisfied by the book. This book assumes that you are experienced in Ruby development skills - Ruby, HTML, CSS. Having knowledge of using NoSQL will help you get through the concepts quicker, but it is not mandatory. No prior knowledge of MongoDB required.

Python Crash Course is a fast-paced, thorough introduction to Python that will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You'll also learn how to make your programs interactive and how to test your code safely before adding it to a project. In the second half of the book, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, data visualizations with Python's su-

per-handly libraries, and a simple web app you can deploy online. As you work through Python Crash Course you'll learn how to:

- Use powerful Python libraries and tools, including matplotlib, NumPy, and Pygal
- Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses
- Work with data to generate interactive visualizations
- Create and customize Web apps and deploy them safely online
- Deal with mistakes and errors so you can solve your own programming problems

If you've been thinking seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your engines and code! Uses Python 2 and 3

"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"--

A step by step guide to learn Ruby on Rails 5.0. It includes a basic tutorial for Ruby 2.3 and is written for programmers who know at least one other programming language and are familiar with HTML. It covers Active Record, Scaffolding, REST, Routing, Bundler, Test Driven Development, Cookies, Sessions, Action Mailer, Asset Pipeline, JavaScript, Caching, Templates and of course the new 5.0 features Action Cable and Active Job.

Transform Your Ideas into High-Quality Python Code! Zed Shaw has perfected the world's best system for becoming a truly effective Python 3.x developer. Follow it and you will succeed—just like the tens of millions of programmers he's already taught. You bring the discipline, commitment, and persistence; the au-

thor supplies everything else. In Learn Python 3 the Hard Way, Zed Shaw taught you the basics of Programming with Python 3. Now, in Learn More Python 3 the Hard Way, you'll go far beyond the basics by working through 52 brilliantly crafted projects. Each one helps you build a key practical skill, combining demos to get you started and challenges to deepen your understanding. Zed then teaches you even more in 12 hours of online videos, where he shows you how to break, fix, and debug your code. First, you'll discover how to analyze a concept, idea, or problem to implement in software. Then, step by step, you'll learn to design solutions based on your analyses and implement them as simply and elegantly as possible. Throughout, Shaw stresses process so you can get started and build momentum, creativity to solve new problems, and quality so you'll build code people can rely on. Manage complex projects with a programmer's text editor Leverage the immense power of data structures Apply algorithms to process your data structures Master indispensable text parsing and processing techniques Use SQL to efficiently and logically model stored data Learn powerful command-line tools and skills Combine multiple practices in complete projects It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll go beyond merely writing code that runs: you'll craft high-quality Python code that solves real problems. You'll be a serious Python programmer. Perfect for Everyone Who's Already Started Working with Python, including Junior Developers and Seasoned Python Programmers Upgrading to Python 3.6+ Register your product at [informat.com/register](http://informat.com/register) for convenient ac-

cess to downloads, updates, and/or corrections as they become available.

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!)

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 be-

hind 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)

For more than a decade, Ruby developers have turned to *The Ruby Way* for reliable "how-to" guidance on effective Ruby programming. Now, Hal Fulton and André Arko have thoroughly updated this classic guide to cover new language enhancements and developers' experiences through Ruby 2.1. The new edition illuminates Ruby 2.1 through 400+ examples, each answering the question: "How do I do this in Ruby?" For each example, they present both a task description and realistic technical constraints. Next, they walk step-by-step through presenting one good solution, offering detailed explanations to promote deeper understanding. Conveniently organized by topic, *The Ruby Way, Third Edition* makes it easier than ever to find the specific solution you want—and to write better code by reflecting Ruby's unique philosophy and spirit. Coverage includes Ruby 2.1 overview: terminology, philosophy, and basic principles Best practices for strings and regular expressions Efficiently internationalizing your code Performing calculations (including trigonometry, calculus, statistics, and time/date calculations) Working with "Rubyesque" objects such as symbols and ranges Using arrays,

hashes, stacks, queues, trees, graphs, and other data structures Efficiently storing data with YAML, JSON, and SQLite3 Leveraging object-oriented and dynamic features, from multiple constructors to program inspection Building GUIs with Shoes 4, Ruby/Tk, Ruby/GTK3, QtRuby, and other toolkits Improving thread performance by understanding Ruby's synchronization methods and avoiding its pitfalls Automating system administration with Ruby Data formats: JSON, XML, RSS, Atom, RMagick, PDF, and more Testing and debugging with RSpec, Minitest, Cucumber, byebug, and pry Measuring Ruby program performance Packaging and distributing code, and managing dependencies with Bundler Network programming: clients, time servers, POP, SMTP, IMAP, Open-URI Web applications: HTTP servers, Rails, Sinatra, HTML generation, and more Writing distributed Ruby software with drb Choosing modern development tools that maximize your productivity All source code for this book may be downloaded at [www.rubyhacker.com](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) 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 ex-

amples 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