

Programming Ruby The Pragmatic Programmers Guide

Make beautiful apps with beautiful code: use the elegant and concise Ruby programming language with RubyMotion to write truly native iOS apps with less code while having more fun. You'll learn the essentials of creating great apps, and by the end of this book, you'll have built a fully functional API-driven app. Whether you're a newcomer looking for an alternative to Objective-C or a hardened Rails veteran, RubyMotion allows you to create gorgeous apps with no compromise in performance or developer happiness. Developers interested in native iOS app development have been restricted to the limits of Objective-C and Xcode--until RubyMotion came along. RubyMotion enables you do full iOS development using Ruby. You have access to familiar tools such as Rake and RubyGems and can compile Ruby code into native applications. RubyMotion even comes with a Ruby console useful for live coding and interactive debugging. And since RubyMotion is built on top of the Objective-C runtime, you can use all of Apple's libraries and most third-party code alongside Ruby classes. This book takes you from zero knowledge of iOS development to building an app that displays information about colors using a web service API. You'll work through each topic with a small example app that covers just enough to get you familiar with the techniques you need to get real work done. You'll start with just drawing boxes on the screen, but you'll quickly

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add animations, a navigation stack, and high-performance table views. You'll peek into less visible components, such as using Ruby metaprogramming to create JSON-based models. You'll use some incredibly useful common Ruby techniques that are only possible in RubyMotion, such as writing automated unit tests with an RSpec-like framework. Using both Apple's existing libraries and fresh, community-driven RubyMotion projects, you'll be well on your way to writing real-world apps. What You Need: A Macintosh running OS X 10.7 or later is required to install RubyMotion. RubyMotion is a commercial product and currently requires a purchased license. Experience with the Ruby language and Ruby tools like RubyGems and Rake are suggested.

Provides information on the basics of the Ruby scripting language and how to create scripts using test-driven design.

A guide to building applications with Rails covers such topics as metaprogramming, Active Support library, advanced database functions, security principles, RESTful architecture, and optimizing performance.

The Pragmatic Programmers classic is back! Freshly updated for modern software development, Pragmatic Unit Testing in Java 8 With JUnit teaches you how to write and run easily maintained unit tests in JUnit with confidence. You'll learn mnemonics to help you know what tests to write, how to remember all the boundary conditions, and what the qualities of a good test are. You'll see how unit tests can pay off by allowing you to keep your system code clean, and you'll learn how to handle the stuff that seems too tough to test. Pragmatic

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Unit Testing in Java 8 With JUnit steps you through all the important unit testing topics. If you've never written a unit test, you'll see screen shots from Eclipse, IntelliJ IDEA, and NetBeans that will help you get past the hard part--getting set up and started. Once past the basics, you'll learn why you want to write unit tests and how to effectively use JUnit. But the meaty part of the book is its collected unit testing wisdom from people who've been there, done that on production systems for at least 15 years: veteran author and developer Jeff Langr, building on the wisdom of Pragmatic Programmers Andy Hunt and Dave Thomas. You'll learn: How to craft your unit tests to minimize your effort in maintaining them. How to use unit tests to help keep your system clean. How to test the tough stuff. Memorable mnemonics to help you remember what's important when writing unit tests. How to help your team reap and sustain the benefits of unit testing. You won't just learn about unit testing in theory--you'll work through numerous code examples. When it comes to programming, hands-on is the only way to learn!

Presents a guide to unit testing with the NUnit library in C# along with providing information on writing code, detecting and fixing problems, testing pieces of code, and testing with a team.

You want to explore functional programming, but are put off by the academic feel (tell me about monads just one more time). You know you need concurrent applications, but also know these are almost impossible to get right. Meet Elixir, a functional, concurrent language built on the rock-solid Erlang VM. Elixir's pragmatic syntax and built-

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in support for metaprogramming will make you productive and keep you interested for the long haul. This book is the introduction to Elixir for experienced programmers. Maybe you need something that's closer to Ruby, but with a battle-proven environment that's unrivaled for massive scalability, concurrency, distribution, and fault tolerance. Maybe the time is right for the Next Big Thing. Maybe it's Elixir. This edition of the book has been updated to cover Elixir 1.2, including the new with expression, the exrm release manager, and the removal of deprecated types. As a developer, you've probably heard that functional programming techniques help manage the complexities of today's real-world, concurrent systems. You're also investigating designs that help you maximize uptime and manage security. This book is your guide to Elixir, a modern, functional, and concurrent programming language. Because Elixir runs on the Erlang VM, and uses the underlying Erlang/OTP architecture, it benefits from almost 20 years of research into high performance, highly parallel, and seriously robust applications. Elixir brings a lot that's new: a modern, Ruby-like, extendable syntax, compile and runtime evaluation, a hygienic macro system, and more. But, just as importantly, Elixir brings a sense of enjoyment to parallel, functional programming. Your applications become fun to work with, and the language encourages you to experiment. Part 1 covers the basics of writing sequential Elixir programs. We'll look at the language, the tools, and the conventions. Part 2 uses these skills to start writing concurrent code--applications that use all the cores on your machine, or all the

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machines on your network! And we do it both with and without OTP. And Part 3 looks at the more advanced features of the language, from DSLs and code generation to extending the syntax. By the end of this book, you'll understand Elixir, and know how to apply it to solve your complex, modern problems.

If you're interested in JRuby, you probably don't need a tutorial on Ruby, Rails, or Java -- you just need to know how to get things done. This Cookbook offers practical solutions for using the Java implementation of the Ruby language, with targeted recipes for deploying Rails web applications on Java servers, integrating JRuby code with Java technologies, developing JRuby desktop applications with Java toolkits, and more. Using numerous reusable code samples, JRuby Cookbook shows you how to: Install and update JRuby on Windows, Mac OS X, and Linux, and IDEs such as NetBeans and Eclipse Package and deploy Rails apps on Java Servlet containers and Java EE application servers, including JBoss, Tomcat, and GlassFish Integrate Ruby and Rails applications with popular Java EE technologies such as JMS, JMX, JPA, Spring, and Hibernate Develop desktop and client applications with cross-platform Java UI technologies and toolkits such as Swing, SWT, and Java 2D Maximize the flexibility of your testing and build environment, using both existing Java-based tools such as Ant and Maven and newer Ruby-based tools such as Rake, Raven, and Buildr The JRuby interpreter combines Ruby's simplicity and ease of use with Java's extensive libraries and technologies, a potent blend that opens new possibilities for Ruby, Rails, and

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Java. This Cookbook helps you take full advantage of JRuby's potential. "The JRuby Cookbook is an excellent book for any polyglot who is trying to bridge the gap between Java and Ruby. It provides solutions to specific problems developers face in both their development and testing environments, along with the applications they're building."-- Bob McWhirter, Research & Prototyping, Red Hat Middleware

If you know basic high-school math, you can quickly learn and apply the core concepts of computer science with this concise, hands-on book. Led by a team of experts, you'll quickly understand the difference between computer science and computer programming, and you'll learn how algorithms help you solve computing problems. Each chapter builds on material introduced earlier in the book, so you can master one core building block before moving on to the next. You'll explore fundamental topics such as loops, arrays, objects, and classes, using the easy-to-learn Ruby programming language. Then you'll put everything together in the last chapter by programming a simple game of tic-tac-toe. Learn how to write algorithms to solve real-world problems

Understand the basics of computer architecture
Examine the basic tools of a programming language
Explore sequential, conditional, and loop programming structures
Understand how the array data structure organizes storage
Use searching techniques and comparison-based sorting algorithms

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Learn about objects, including how to build your own
Discover how objects can be created from other
objects Manipulate files and use their data in your
software

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

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how to use Ruby on Rails to get things done, and get them done well." -Alan Harris, author of Sinatra: Up and Running

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

Revitalized by Ruby on Rails, the Ruby language continues to grow in popularity. Books like this are necessary to fill the demand. Here is a classic of its kind; required reading for Ruby programmers who have already mastered the basics and want to learn higher level techniques. Practical Ruby Projects presents nine diverse projects that will teach new and innovative techniques in a learn-by-example fashion. They include a turn-based adventure game and a generative music creator. While there are many other Ruby titles, none of them take this unique project-based approach to teaching.

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"Seven Languages in Seven Weeks" presents a meaningful exploration of seven languages within a

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single book. Rather than serve as a complete reference or installation guide, the book hits what's essential and unique about each language. Solve these twenty-five popular programming puzzles, and sharpen your programming skills as you craft solutions. You'll find interesting and challenging programming puzzles including: 800 Numbers Crosswords Cryptograms Knight's Tour Paper, Rock, Scissors Tic-Tac-Toe Texas Hold-Em ...and more. Learning to program can be quite a challenge. Classes and books can get you so far, but at some point you have to sit down and start playing with some code. Only by reading and writing real code, with real problems, can you learn. The Ruby Quiz was built to fill exactly this need for Ruby programmers. Challenges, solutions, and discussions combine to make Ruby Quiz a powerful way to learn Ruby tricks. See how algorithms translate to Ruby code, get exposure to Ruby's libraries, and learn how other programmers use Ruby to solve problems quickly and efficiently. An expert guide to Ruby, a popular new Object-Oriented Programming Language Ruby is quickly becoming a favourite among developers who need a simple, straight forward, portable programming language. Ruby is ideal for quick and easy object-oriented programming such as processing text files or performing system management. Having been compared with other programming languages such

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as Perl, Python, PCL, Java, Eiffel, and C++; Ruby is popular because of its straight forward syntax and transparent semantics. Using step-by-step examples and real world applications, the Ruby Developer's Guide is designed for programmers and developer's looking to embrace the object-oriented features and functionality of this robust programming language. Readers will learn how to develop, implement, organize and deploy applications using Ruby. Ruby is currently experiencing a rapid rise in popularity in the object-oriented programming community. Readers receive up-to-the minute links, white papers, and analysis for two years at solutions@syngress.com. Comes with a wallet-sized CD containing a printable HTML version of the book, all of the source code examples and demos of popular Ruby third-party programming tools and applications.

This book is the introduction to Elixir for experienced programmers, completely updated for Elixir 1.6 and beyond. Explore functional programming without the academic overtones (tell me about monads just one more time). Create concurrent applications, but get them right without all the locking and consistency headaches. Meet Elixir, a modern, functional, concurrent language built on the rock-solid Erlang VM. Elixir's pragmatic syntax and built-in support for metaprogramming will make you productive and keep you interested for the long haul. Maybe the time

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is right for the Next Big Thing. Maybe it's Elixir. Functional programming techniques help you manage the complexities of today's real-world, concurrent systems; maximize uptime; and manage security. Enter Elixir, with its modern, Ruby-like, extendable syntax, compile and runtime evaluation, hygienic macro system, and more. But, just as importantly, Elixir brings a sense of enjoyment to parallel, functional programming. Your applications become fun to work with, and the language encourages you to experiment. Part 1 covers the basics of writing sequential Elixir programs. We'll look at the language, the tools, and the conventions. Part 2 uses these skills to start writing concurrent code-applications that use all the cores on your machine, or all the machines on your network! And we do it both with and without OTP. Part 3 looks at the more advanced features of the language, from DSLs and code generation to extending the syntax. This edition is fully updated with all the new features of Elixir 1.6, with a new chapter on structuring OTP applications, and new sections on the debugger, code formatter, Distillery, and protocols. What You Need: You'll need a computer, a little experience with another high-level language, and a sense of adventure. No functional programming experience is needed.

Learn Rails the way the Rails core team recommends it, along with the tens of thousands of

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developers who have used this broad, far-reaching tutorial and reference. If you're new to Rails, you'll get step-by-step guidance. If you're an experienced developer, get the comprehensive, insider information you need for the latest version of Ruby on Rails. The new edition of this award-winning classic is completely updated for Rails 6 and Ruby 2.6, with information on system testing, Webpack, and advanced JavaScript. Ruby on Rails helps you produce high-quality, beautiful-looking web applications quickly - you concentrate on creating the application, and Rails takes care of the details. Rails 6 brings many improvements, and this edition is updated to cover the new features and changes in best practices. We start with a step-by-step walkthrough of building a real application, and in-depth chapters look at the built-in Rails features. Follow along with an extended tutorial as you write a web-based store application. Eliminate tedious configuration and housekeeping, seamlessly incorporate Ajax and JavaScript, send and receive emails, manage background jobs with ActiveJob, and build real-time features using WebSockets and ActionCable. Test your applications as you write them using the built-in unit, integration, and system testing frameworks, internationalize your applications, and deploy your applications easily and securely. New in this edition is coverage of Action Mailer, which allows you to receive emails in your

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app as well as ActionText, a zero-configuration rich text editing feature. Rails 1.0 was released in December 2005. This book was there from the start, and didn't just evolve alongside Rails, it evolved with Rails. It has been developed in consultation with the Rails core team. In fact, Rails itself is tested against the code in this book. What You Need: All you need is a Windows, Mac OS X, or Linux machine to do development on. This book will take you through the steps to install Rails and its dependencies. If you aren't familiar with the Ruby programming language, this book contains a chapter that covers the basics necessary to understand the material in the book. 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

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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.

Explore functional programming without the academic overtones (tell me about monads just one more time). Create concurrent applications, but get them right without all the locking and consistency headaches. Meet Elixir, a modern, functional, concurrent language built on the rock-solid Erlang VM. Elixir's pragmatic syntax and built-in support for metaprogramming will make you productive and keep you interested for the long haul. Maybe the time is right for the Next Big Thing. Maybe it's Elixir. This book is the introduction to Elixir for experienced programmers, completely updated for Elixir 1.3. Functional programming techniques help you manage the complexities of today's real-world,

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concurrent systems; maximize uptime; and manage security. Enter Elixir, with its modern, Ruby-like, extendable syntax, compile and runtime evaluation, hygienic macro system, and more. But, just as importantly, Elixir brings a sense of enjoyment to parallel, functional programming. Your applications become fun to work with, and the language encourages you to experiment. Part 1 covers the basics of writing sequential Elixir programs. We'll look at the language, the tools, and the conventions. Part 2 uses these skills to start writing concurrent code-applications that use all the cores on your machine, or all the machines on your network! And we do it both with and without OTP. Part 3 looks at the more advanced features of the language, from DSLs and code generation to extending the syntax. This edition is fully updated with all the new features of Elixir 1.3, with a new chapter on Tooling, covering testing (both conventional and property based), code and dependency exploration, and server monitoring. By the end of this book, you'll understand Elixir, and know how to apply it to solve your complex, modern problems. What You Need: You'll need a computer, a little experience with another high-level language, and a sense of adventure. No functional programming experience is needed.

Although Yukihiro Matsumoto released Ruby in 1995, it would take more than a decade for the

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programming language to achieve widespread adoption. Today, Ruby is one of the fastest growing coding languages, and it is behind major sites like Hulu and Twitter. This book describes the history of the language, the relationship between Ruby and Ruby on Rails, and why Ruby is an ideal first language for new programmers, complete with tips on how readers can get started.

Learn Rails the way the Rails core team recommends it, along with the tens of thousands of developers who have used this broad, far-reaching tutorial and reference. If you're new to Rails, you'll get step-by-step guidance. If you're an experienced developer, get the comprehensive, insider information you need for the latest version of Ruby on Rails. The new edition of this award-winning classic is completely updated for Rails 5.1 and Ruby 2.4, with information on system testing, Webpack, and advanced JavaScript. Ruby on Rails helps you produce high-quality, beautiful-looking web applications quickly---you concentrate on creating the application, and Rails takes care of the details. Rails 5.1 brings many improvements, and this edition is updated to cover the new features and changes in best practices. We start with a step-by-step walkthrough of building a real application, and in-depth chapters look at the built-in Rails features. Follow along with an extended tutorial as you write a web-based store application. Eliminate tedious

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configuration and housekeeping; seamlessly incorporate Ajax and JavaScript; send emails and manage background jobs with ActiveJob; build real-time features using WebSockets and ActionCable. Test your applications as you write them using the built-in unit, integration, and system testing frameworks; internationalize your applications; and deploy your applications easily and securely. New in this edition is support for Webpack and advanced JavaScript, as well as Rails' new browser-based system testing. Rails 1.0 was released in December 2005. This book was there from the start, and didn't just evolve alongside Rails, it evolved with Rails. It has been developed in consultation with the Rails core team. In fact, Rails itself is tested against the code in this book. What You Need: All you need is a Windows, Mac OS X, or Linux machine to do development on. This book will take you through the steps to install Rails and its dependencies. If you aren't familiar with the Ruby programming language, this book contains a chapter that covers the basics necessary to understand the material in the book. Do you want to push Ruby to its limits? The Ruby Cookbook is the most comprehensive problem-solving guide to today's hottest programming language. It gives you hundreds of solutions to real-world problems, with clear explanations and thousands of lines of code you can use in your own projects. From data structures and algorithms, to integration with cutting-edge technologies, the Ruby Cookbook has something for every programmer. Beginners and advanced

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Rubyists alike will learn how to program with: Strings and numbers Arrays and hashes Classes, modules, and namespaces Reflection and metaprogramming XML and HTML processing Ruby on Rails (including Ajax integration) Databases Graphics Internet services like email, SSH, and BitTorrent Web services Multitasking Graphical and terminal interfaces If you need to write a web application, this book shows you how to get started with Rails. If you're a system administrator who needs to rename thousands of files, you'll see how to use Ruby for this and other everyday tasks. You'll learn how to read and write Excel spreadsheets, classify text with Bayesian filters, and create PDF files. We've even included a few silly tricks that were too cool to leave out, like how to blink the lights on your keyboard. The Ruby Cookbook is the most useful book yet written about Ruby. When you need to solve a problem, don't reinvent the wheel: look it up in the Cookbook.

Computer programming can be intimidating for anyone, particularly a beginner. Making that task a bit easier is Ruby, an open-source programming language that is becoming increasingly popular among middle school and high school students. Readers are introduced to the many facets of Ruby, including the language's history, the basics of operation, and implementation of the system's application framework, Ruby on Rails. Discussions of less than optimal aspects of the system and user concerns ensure that the coverage is well-rounded. The accessible text is as easy to understand as Ruby itself. Get to know Ruby!

A tutorial and reference to the object-oriented programming language for beginning to experienced programmers, updated for version 1.9, describes the language's structure, syntax, and operation, and explains how to build applications.

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Level up your programming skills while making fast-paced, arcade-style video games. Make enemy spaceships explode in balls of fire, and escape from a pit while dodging falling boulders. You'll use the fun and approachable Ruby programming language and the Gosu 2D game library, which makes making games a breeze. Gain the skills and techniques you need to bring your own video game ideas to life with moving images and thumping sounds. If you have a little experience programming in Ruby or another language, then you're ready to start making your own video games. In this book you'll learn concepts such as animation, keyboard and mouse movement, sounds and music, and physics as you build four exciting games. Your first game will test your reflexes as you try to click on a ruby that pops in and out of your screen. Learn how to draw images and text, and how to make objects move around the screen. You'll make a space-shooter where you defend your home base from a seemingly endless stream of enemies, as you discover how to use keyboard input, add music and sounds, an opening title screen, and scrolling end-credits. Next up: make a sliding number puzzle game where you'll learn to incorporate more complicated logic and user interaction into your game. Learn all about game physics as you build a game where a bold adventurer must climb out of a pit while dodging bouncing, spinning rocks. Finally, package up your games as Windows and Mac apps so you can share them with your friends. When you're done with this book, you'll have improved your programming skills, and you'll have all the tools you need to make your own arcade-style games. What You Need: You'll need a computer running Windows 7 or later, or Mac OS X 10.7 or later. All the other software you need is free, and the first chapter will get you up and running. Learn how to improve your C# coding skills using unit testing. Despite it's name, unit testing is really a coding technique, not

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a testing technique. Unit testing is done by programmers, for programmers. It's primarily for our benefit: we get improved confidence in our code, better ability to make deadlines, less time spent in the debugger, and less time beating on the code to make it work correctly. This book shows how to write tests, but more importantly, it goes where other books fear to tread and gives you concrete advice and examples of what to test--the common things that go wrong in all of our programs. Discover the tricky hiding places where bugs breed, and how to catch them using the freely available NUnit framework. It's easy to learn how to think of all the things in your code that are likely to break. We'll show you how with helpful mnemonics, summarized in a handy tip sheet (also available from our www.pragmaticprogrammer.com website). With this book you will: Write better code, and take less time to write it Discover the tricky places where bugs breed Learn how to think of all the things that could go wrong Test individual pieces of code without having to include the whole project Test effectively with the whole team We'll also cover how to use Mock Objects for testing, how to write high quality test code, and how to use unit testing to improve your design skills. We'll show you frequent "gotchas"--along with the fixes--to save you time when problems come up. But the best part is that you don't need a sweeping mandate to change your whole team or your whole company. You don't need to adopt Extreme Programming, or Test-Driven Development, or change your development process in order to reap the proven benefits of unit testing. You can start unit testing, the pragmatic way, right away.

Programming Languages: An Active Learning Approach introduces students to three programming paradigms: object-oriented/imperative languages using C++ and Ruby, functional languages using Standard ML, and logic programming using Prolog. This interactive textbook is

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intended to be used in and outside of class. Each chapter follows a pattern of presenting a topic followed by a practice exercise or exercises that encourage students to try what they have just read. This textbook is best-suited for students with a 2-3 course introduction to imperative programming.

Key Features: (1) Accessible structure guides the student through various programming languages. (2) Seamlessly integrated practice exercises. (3) Classroom-tested. (4)

Online support materials. Advance praise: "The Programming Languages book market is overflowing with books, but none like this. In many ways, it is precisely the book I have been searching for to use in my own programming languages course. One of the main challenges I perpetually face is how to teach students to program in functional and logical languages, but also how to teach them about compilers. This book melds the two approaches very well." -- David Musicant, Carleton College

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Build and maintain quality software with RSpec, the popular BDD-flavored Ruby testing framework. This definitive guide from RSpec's lead developer shows you how to use RSpec to drive more maintainable designs, specify and document expected behavior, and prevent regressions during refactoring. Build a project using RSpec to design, describe, and test the behavior of your code-whether you're new to testing tools or an experienced developer.RSpec has been downloaded more than 40 million times. Find out how to use this influential Ruby testing framework to iteratively develop a project with the confidence that comes from well-tested code. "Effective Testing With RSpec 3" guides you through developing a Ruby project with RSpec, and then explores the individual components in more detail.First, learn the basics of

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installing and using RSpec. Then, build a real-world JSON API, using RSpec throughout the process to drive a BDD-style outside-in workflow. Apply an effective test strategy to write fast, robust tests that support evolutionary design through refactoring. The rest of the book provides the definitive guide to RSpec's components. Use RSpec::Core's metadata to slice and dice your spec suite in flexible ways. Dig into RSpec::Expectation's matchers, which can be composed in flexible ways to precisely specify expected outcomes and get good failure messages that help you quickly diagnose the problem. Write fast, isolated tests with RSpec::Mocks test doubles while pushing your code toward simpler interfaces. The authors, with a combined 20 years of automated testing experience, share useful, actionable testing advice that will help you have a fun, productive testing experience.

What You Need: To follow along with the book, you'll need Ruby 2.1+. The book will guide you through installing RSpec 3 and setting up a new project to use it.

Summary: Ruby 1.9 was a major release of the language: it introduced multinationalization, new block syntax and scoping rules, a new, faster, virtual machine, and hundreds of new methods in dozens of new classes and modules. Ruby 2.0 is less radical--it has keyword arguments, a new regexp engine, and some library changes. This book describes it all. The first quarter of the book is a tutorial introduction that gets you up to speed with the Ruby language and the most important classes and libraries. Download and play with the hundreds of code samples as your experiment with the language. The second section looks at real-world Ruby, covering the Ruby environment, how to package, document, and distribute code, and how to work with encodings. The third part of the book is more advanced. In it, you'll find a full description of the language, an explanation of duck typing, and a detailed description of the Ruby object model and metaprogramming.

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The book ends with a reference section: comprehensive and detailed documentation of Ruby's libraries. You'll find descriptions and examples of more than 1,300 methods in 58 built-in classes and modules, along with brief descriptions of 97 standard libraries. Ruby makes your programming more productive; it makes coding fun again. And this book will get you up to speed with the very latest Ruby, quickly and enjoyably.

Shows you, using detailed comparisons and commentary, how to translate your hard-earned Java knowledge and skills into the world of Ruby and Rails.

Although Ruby is an easy language to learn, in the heat of action you may find that you can't remember the correct syntax for a conditional or the name of a method. This handy pocket reference offers brief yet clear explanations of Ruby's core components, from operators to reserved words to data structures to method syntax, highlighting those key features that you'll likely use every day when coding Ruby. Whether you've come to Ruby because of the Rails web development framework --Ruby's killer app -- or simply because it's a relatively clean, powerful and expressive language that's useful for a lot of applications, the Ruby Pocket Reference is organized to help you find what you need quickly. This book not only will get you up to speed on how Ruby works, it provides you with a handy reference you can use anywhere, anytime. In this book, you find essential information on:

- Reserved words, operators, comments, numbers, variables, ranges, and symbols
- Predefined variables and global constants
- Conditional statements, method use, classes, and modules (mixins)
- Lists of methods from the Object, String, Array, and Hash classes and the Kernel module
- sprintf and time formatting directories
- Interactive Ruby (irb) and the Ruby debugger
- Ruby documentation

You also get information on the RubyGems package utility and Rake, a build tool

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similar to make.. If you're using Ruby daily and just want the facts-fast-Ruby Pocket Reference is your book.

You want to explore functional programming, but are put off by the academic feel (tell me about monads just one more time). You know you need concurrent applications, but also know these are almost impossible to get right. Meet Elixir, a functional, concurrent language built on the rock-solid Erlang VM. Elixir's pragmatic syntax and built-in support for metaprogramming will make you productive and keep you interested for the long haul. This book is the introduction to Elixir for experienced programmers. Maybe you need something that's closer to Ruby, but with a battle-proven environment that's unrivaled for massive scalability, concurrency, distribution, and fault tolerance. Maybe the time is right for the Next Big Thing. Maybe it's Elixir. And don't forget to download this handy "cheat sheet": <https://media.pragprog.com/titles/?elixir/ElixirCheat.pdf> for Elixir syntax. h5. Print books will be available after Elixir 1.0 has been finalized. As a developer, you've probably heard that functional programming techniques help manage the complexities of today's real-world, concurrent systems. You're also investigating designs that help you maximize uptime and manage security. This book is your guide to Elixir, a modern, functional, and concurrent programming language. Because Elixir runs on the Erlang VM, and uses the underlying Erlang/OTP architecture, it benefits from almost 20 years of research into high performance, highly parallel, and seriously robust applications. Elixir brings a lot that's new: a modern, Ruby-like, extendable syntax, compile and runtime evaluation, a hygienic macro system, and more. But, just as importantly, Elixir brings a sense of enjoyment to parallel, functional programming. Your applications become fun to work with, and the language encourages you to experiment. Part 1 covers the basics of writing sequential Elixir programs.

