
Read Free Ruby In A Nutshell A Desktop Quick Reference In A Nutshell O'Reilly

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RUBY IN A NUTSHELL

A DESKTOP QUICK REFERENCE

"O'Reilly Media, Inc." Ruby is an absolutely pure object-oriented scripting language written in C and designed with Perl and Python capabilities in mind. While its roots are in Japan, Ruby is slowly but surely gaining ground in the US. The goal of Yukihiro Matsumoto, creator of Ruby and author of this book, is to incorporate the strengths of languages like Perl, Python, Lisp and Smalltalk. Ruby is a genuine attempt to combine the best of everything in the scripting world. Since 1993, Ruby mailing lists have been established, Web pages have formed, and a community has grown around it. The language itself is very good at text processing and is notable for its broad object orientation. Ruby is portable and runs under GNU/Linux (and other Unices) as well as DOS, MS Windows and Mac. With Ruby in a Nutshell, Matsumoto offers a practical reference to the features of this new language including the command-line options, syntax, built-in variables, functions, and many commonly used classes and modules. This guide covers the current stable version of Ruby (1.6), yet is applicable to the development version 1.7 and the next planned stable version 1.8. You will find a thorough description of Ruby's language syntax, and a description of the core functionality built into the standard Ruby interpreter, which has more than 800 built-in methods in 42 classes and modules. Ruby finds its power through its built-in libraries, and this handy volume take you through the many useful libraries that come with the standard Ruby distribution--from network access via HTTP and CGI programming, to data persistence using the DBM library. This book concludes with coverage of the unique tools that come with Ruby, including the debugger, profiler, and irb (or interactive ruby.) Find out how Ruby combines the strengths of other languages, and why it has captured the interest of so many open source programmers. As part of the successful "in a nutshell" series of books from O'Reilly & Associates, Ruby in a Nutshell is for readers who want a single desktop reference for all their needs.

RUBY IN A NUTSHELL

"O'Reilly Media, Inc." Introduces Ruby's object-oriented programming capabilities, detailing command-line options, syntax, built-in variables, functions, commonly used classes and modules, environment variables, operators, methods, and security.

HELLO RUBY: JOURNEY INSIDE THE COMPUTER

Hello Ruby What exactly is a computer? How does it work? What is it made of? Learn all this and more with Ruby! In Ruby's world anything is possible if you put your mind to it—even fixing her father's broken computer! Join Ruby and her new friend, Mouse, on an imaginative journey through the insides of a computer in search of the missing Cursor. From bits and logic gates to computer hardware, in Journey Inside the Computer, Ruby (and her readers!) will learn the basic elements of the machines that power our world. Then future kid coders can put their knowledge and imaginations to work with fun activities. Praise for Linda Liukas and the Hello Ruby series: "[Linda Liukas] wants kids to understand and embrace basic computer logic, so that they later formulate code in the same effortless and creative way they build structures with LEGO." —The Wall Street Journal "Hello Ruby by Linda Liukas is half picture book and half activity book rolled into one adorable package. What I love about it is that it introduces programming without requiring a computer at all." —GeekMom.com

METHODS IN BIOMEDICAL INFORMATICS

A PRAGMATIC APPROACH

Academic Press Beginning with a survey of fundamental concepts associated with data integration, knowledge representation, and hypothesis generation from heterogeneous data sets, Methods in Biomedical Informatics provides a practical survey of methodologies used in biological, clinical, and public health contexts. These concepts provide the foundation for more advanced topics like information retrieval, natural language processing, Bayesian modeling, and learning classifier systems. The survey of topics then concludes with an exposition of essential methods associated with engineering, personalized medicine, and linking of genomic and clinical data. Within an overall context of the scientific method, Methods in Biomedical Informatics provides a practical coverage of topics that is specifically designed for: (1) domain experts seeking an understanding of biomedical informatics approaches for addressing specific methodological needs; or (2) biomedical informaticians seeking an approachable overview of methodologies that can be used in scenarios germane to biomedical research. Contributors represent leading biomedical informatics experts: individuals who have demonstrated effective use of biomedical informatics methodologies in the real-world, high-quality biomedical applications

Material is presented as a balance between foundational coverage of core topics in biomedical informatics with practical "in-the-trenches" scenarios. Contains appendices that function as primers on: (1) Unix; (2) Ruby; (3) Databases; and (4) Web Services.

EXTREME PROGRAMMING AND AGILE METHODS - XP/AGILE UNIVERSE 2002

SECOND XP UNIVERSE AND FIRST AGILE UNIVERSE CONFERENCE CHICAGO, IL, USA, AUGUST 4-7, 2002.PROCEEDINGS

Springer The second XP Universe and first Agile Universe brought together many people interested in building software in a new way. Held in Chicago, August 4-7, 2002 it attracted software experts, educators, and developers. Unlike most conferences the venue was very dynamic. Many activities were not even well defined in advance. All discussions were encouraged to be spontaneous. Even so, there were some written words available and you are holding all of them now. We have collected as much material as possible together into this small volume. It is just the tip of the iceberg of course. A reminder to us of what we learned, the people we met, and the ideas we expressed. The conference papers, including research and experience papers, are reproduced in these proceedings. Forty-one (41) papers were submitted. Each submitted paper received three reviews by program committee members. The program committee consisted of 40 members. Papers submitted by program committee members were refereed separately. This ensured that reviewers could provide an honest feedback not seen by the paper submitters. In many cases, the program committee shepherded authors to significantly improve their initial submission prior to completing the version contained in these proceedings. In the end, the program committee chose 25 papers for publication (60% acceptance).

R IN A NUTSHELL

A DESKTOP QUICK REFERENCE

"O'Reilly Media, Inc." If you're considering R for statistical computing and data visualization, this book provides a quick and practical guide to just about everything you can do with the open source R language and software environment. You'll learn how to write R functions and use R packages to help you prepare, visualize, and analyze data. Author Joseph Adler illustrates each process with a wealth of examples from medicine, business, and sports. Updated for R 2.14 and 2.15, this second edition includes new and expanded chapters on R performance, the ggplot2 data visualization package, and parallel R computing with Hadoop. Get started quickly with an R tutorial and hundreds of examples Explore R syntax, objects, and other language details Find thousands of user-contributed R packages online, including Bioconductor Learn how to use R to prepare data for analysis Visualize your data with R's graphics, lattice, and ggplot2 packages Use R to calculate statistical tests, fit models, and compute probability distributions Speed up intensive computations by writing parallel R programs for Hadoop Get a complete desktop reference to R

ALGORITHMS IN A NUTSHELL

"O'Reilly Media, Inc." Creating robust software requires the use of efficient algorithms, but programmers seldom think about them until a problem occurs. Algorithms in a Nutshell describes a large number of existing algorithms for solving a variety of problems, and helps you select and implement the right algorithm for your needs -- with just enough math to let you understand and analyze algorithm performance. With its focus on application, rather than theory, this book provides efficient code solutions in several programming languages that you can easily adapt to a specific project. Each major algorithm is presented in the style of a design pattern that includes information to help you understand why and when the algorithm is appropriate. With this book, you will: Solve a particular coding problem or improve on the performance of an existing solution Quickly locate algorithms that relate to the problems you want to solve, and determine why a particular algorithm is the right one to use Get algorithmic solutions in C, C++, Java, and Ruby with implementation tips Learn the expected performance of an algorithm, and the conditions it needs to perform at its best Discover the impact that similar design decisions have on different algorithms Learn advanced data structures to improve the efficiency of algorithms With Algorithms in a Nutshell, you'll learn how to improve the performance of key algorithms essential for the success of your software applications.

RUBY ON RAILS TUTORIAL

LEARN WEB DEVELOPMENT WITH RAILS

Addison-Wesley Professional This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models

Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku

RAILS 3 IN A NUTSHELL

O'Reilly Media, Incorporated Kick your web development skills into high gear by learning to build effective database-driven websites with Rails 3. This handy book provides a concise yet thorough introduction to the framework, an overview of commands and configurations, and details on every Rails component -- all in an easy-to-use reference you can rely on every day. Rails eliminates many of the problems common to other web application frameworks with its built-in components for data persistence, routing, templating, mailing, and more. Rails 3 in a Nutshell contains precisely what you need to know to build full-fledged applications that are light on code, highly scalable, and feature rich. Get started quickly by building example applications with Rails Create clean and maintainable applications with models, views, controllers, migrations, mail, and web services Jump-start your projects with built-in application generators Familiarize yourself with Rails components such as Active Record to connect business objects and database tables, and Active Resource for web services Write unit, functional, and integration tests, and use Rake to run them Learn about existing Rails plug-ins and find out how to write your own Take advantage of little-known and undocumented features

C++ IN A NUTSHELL

A DESKTOP QUICK REFERENCE

"O'Reilly Media, Inc." To-the-point, authoritative, no-nonsense solutions have always been a trademark of O'Reilly books. The In a Nutshell books have earned a solid reputation in the field as the well-thumbed references that sit beside the knowledgeable developer's keyboard. C++ in a Nutshell lives up to the In a Nutshell promise. C++ in a Nutshell is a lean, focused reference that offers practical examples for the most important, most often used, aspects of C++. C++ in a Nutshell packs an enormous amount of information on C++ (and the many libraries used with it) in an indispensable quick reference for those who live in a deadline-driven world and need the facts but not the frills. The book's language reference is organized first by topic, followed by an alphabetical reference to the language's keywords, complete with syntax summaries and pointers to the topic references. The library reference is organized by header file, and each library chapter and class declaration presents the classes and types in alphabetical order, for easy lookup. Cross-references link related methods, classes, and other key features. This is an ideal resource for students as well as professional programmers. When you're programming, you need answers to questions about language syntax or parameters required by library routines quickly. What, for example, is the C++ syntax to define an alias for a namespace? Just how do you create and use an iterator to work with the contents of a standard library container? C++ in a Nutshell is a concise desktop reference that answers these questions, putting the full power of this flexible, adaptable (but somewhat difficult to master) language at every C++ programmer's fingertips.

LEARN RUBY THE HARD WAY

A SIMPLE AND IDIOMATIC INTRODUCTION TO THE IMAGINATIVE WORLD OF COMPUTATIONAL THINKING WITH CODE

Pearson Education 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.

PYTHON IN A NUTSHELL

A DESKTOP QUICK REFERENCE

"O'Reilly Media, Inc." This book offers Python programmers one place to look when they need help remembering or deciphering the syntax of this open source language and its many powerful but scantily documented modules. This comprehensive reference guide makes it easy to look up the most frequently needed information--not just about the Python language itself, but also the most frequently used parts of the standard library and the most important third-party extensions. Ask any Python aficionado and you'll hear that Python programmers have it all: an elegant object-oriented language with readable and maintainable syntax, that allows for easy integration with components in C, C++, Java, or C#, and an enormous collection of pre-coded standard library and third-party extension modules. Moreover, Python is easy to learn, yet powerful enough to take on the most ambitious programming challenges. But what Python programmers used to lack is a concise and clear reference resource, with the appropriate measure of guidance in how best to use Python's great power. Python in a Nutshell fills this need. Python in a Nutshell, Second Edition covers more than the language itself; it also deals with the most frequently used parts of the standard library, and the most popular and important third party extensions. Revised and expanded for Python 2.5, this book now contains the gory details of Python's subprocess module and breaking news about Microsoft's new IronPython project. Our "Nutshell" format fits Python perfectly by presenting the highlights of the most important modules and functions in its standard library, which cover over 90% of your practical programming needs. This book includes: A fast-paced tutorial on the syntax of the Python language An explanation of object-oriented programming in Python Coverage of iterators, generators, exceptions, modules, packages, strings, and regular expressions A quick reference for Python's built-in types and functions and key modules Reference material on important third-party extensions, such as Numeric and Tkinter Information about extending and embedding Python Python in a Nutshell provides a solid, no-nonsense quick reference to information that programmers rely on the most. This book will immediately earn its place in any Python programmer's library. Praise for the First Edition: "In a nutshell, Python in a Nutshell serves one primary goal: to act as an immediately accessible goal for the Python language. True, you can

get most of the same core information that is presented within the covers of this volume online, but this will invariably be broken into multiple files, and in all likelihood lacking the examples or the exact syntax description necessary to truly understand a command." -- Richard Cobbett, Linux Format "O'Reilly has several good books, of which Python in a Nutshell by Alex Martelli is probably the best for giving you some idea of what Python is about and how to do useful things with it." -- Jerry Pournelle, Byte Magazine

LEARN TO PROGRAM

Pragmatic Bookshelf It's easier to learn how to program a computer than it has ever been before. Now everyone can learn to write programs for themselves - no previous experience is necessary. Chris Pine takes a thorough, but lighthearted approach that teaches you the fundamentals of computer programming, with a minimum of fuss or bother. Whether you are interested in a new hobby or a new career, this book is your doorway into the world of programming. Computers are everywhere, and being able to program them is more important than it has ever been. But since most books on programming are written for other programmers, it can be hard to break in. At least it used to be. Chris Pine will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to write interactive programs, to use APIs to fetch live data from the internet, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. Whether you are looking for a fun new hobby or are interested in entering the tech world as a professional, this book gives you a solid foundation in programming. Chris teaches the basics, but also shows you how to think like a programmer. You'll learn through tons of examples, and through programming challenges throughout the book. When you finish, you'll know how and where to learn more - you'll be on your way. What You Need: All you need to learn how to program is a computer (Windows, macOS, or Linux) and an internet connection. Chris Pine will lead you through setting set up with the software you will need to start writing programs of your own.

XML IN A NUTSHELL

A DESKTOP QUICK REFERENCE

"O'Reilly Media, Inc." If you're a developer working with XML, you know there's a lot to know about XML, and the XML space is evolving almost moment by moment. But you don't need to commit every XML syntax, API, or XSLT transformation to memory; you only need to know where to find it. And if it's a detail that has to do with XML or its companion standards, you'll find it--clear, concise, useful, and well-organized--in the updated third edition of XML in a Nutshell. With XML in a Nutshell beside your keyboard, you'll be able to: Quick-reference syntax rules and usage examples for the core XML technologies, including XML, DTDs, Xpath, XSLT, SAX, and DOM Develop an understanding of well-formed XML, DTDs, namespaces, Unicode, and W3C XML Schema Gain a working knowledge of key technologies used for narrative XML documents such as web pages, books, and articles technologies like XSLT, Xpath, Xlink, Xpointer, CSS, and XSL-FO Build data-intensive XML applications Understand the tools and APIs necessary to build data-intensive XML applications and process XML documents, including the event-based Simple API for XML (SAX2) and the tree-oriented Document Object Model (DOM) This powerful new edition is the comprehensive XML reference. Serious users of XML will find coverage on just about everything they need, from fundamental syntax rules, to details of DTD and XML Schema creation, to XSLT transformations, to APIs used for processing XML documents. XML in a Nutshell also covers XML 1.1, as well as updates to SAX2 and DOM Level 3 coverage. If you need explanation of how a technology works, or just need to quickly find the precise syntax for a particular piece, XML in a Nutshell puts the information at your fingertips. Simply put, XML in a Nutshell is the critical, must-have reference for any XML developer.

WEB DESIGN IN A NUTSHELL

A DESKTOP QUICK REFERENCE

"O'Reilly Media, Inc." Details a variety of front-end technologies and techniques and reviews Web design fundamentals while explaining how to work with HTML, graphics, and multimedia and interactive applications.

LEARN RUBY THE HARD WAY

A SIMPLE AND IDIOMATIC INTRODUCTION TO THE IMAGINATIVE WORLD OF COMPUTATIONAL THINKING WITH CODE

Addison-Wesley Professional You Will Learn Ruby! Zed Shaw has perfected the world's best system for learning Ruby. Follow it and you will succeed--just like the hundreds of thousands of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In Learn Ruby the Hard Way, Third Edition, you'll learn Ruby 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 software works; what good programs look like; how to read, write, and think about code; and how to find and fix your mistakes using tricks professional programmers use. Most importantly, you'll learn the following, which you need to start writing excellent Ruby software of your own: • Installing your Ruby environment • Organizing and writing code • Ruby symbols and keywords • Basic mathematics • Variables and printing • Strings and text • Interacting with users • Working with files • Using and creating functions • Looping and logic • Arrays and elements • Hashmaps • Program design • Object-oriented programming • Inheritance and composition • Modules, classes, and objects • Project "skeleton" directories • Debugging and automated testing • Advanced user input • Text processing • 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 tutorial 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 Ruby programmer. Watch Zed, too! The accompanying DVD contains 5+ hours of passionate, powerful teaching: a complete Ruby video course! Zed Shaw is an avid guitar player, programmer, and writer whose books teach people all over the world how to write software. His book Learn Python the Hard Way has been read by millions of people

around the world. His software has been used by many large and small companies. His essays are often quoted and read by members of many geek communities. He is an entertaining and lively writer, who is sure to keep you laughing and make you think.

RESTFUL WEB SERVICES

"O'Reilly Media, Inc." "Every developer working with the Web needs to read this book." -- David Heinemeier Hansson, creator of the Rails framework "RESTful Web Services finally provides a practical roadmap for constructing services that embrace the Web, instead of trying to route around it." -- Adam Trachtenberg, PHP author and EBay Web Services Evangelist You've built web sites that can be used by humans. But can you also build web sites that are usable by machines? That's where the future lies, and that's what RESTful Web Services shows you how to do. The World Wide Web is the most popular distributed application in history, and Web services and mashups have turned it into a powerful distributed computing platform. But today's web service technologies have lost sight of the simplicity that made the Web successful. They don't work like the Web, and they're missing out on its advantages. This book puts the "Web" back into web services. It shows how you can connect to the programmable web with the technologies you already use every day. The key is REST, the architectural style that drives the Web. This book: Emphasizes the power of basic Web technologies -- the HTTP application protocol, the URI naming standard, and the XML markup language Introduces the Resource-Oriented Architecture (ROA), a common-sense set of rules for designing RESTful web services Shows how a RESTful design is simpler, more versatile, and more scalable than a design based on Remote Procedure Calls (RPC) Includes real-world examples of RESTful web services, like Amazon's Simple Storage Service and the Atom Publishing Protocol Discusses web service clients for popular programming languages Shows how to implement RESTful services in three popular frameworks -- Ruby on Rails, Restlet (for Java), and Django (for Python) Focuses on practical issues: how to design and implement RESTful web services and clients This is the first book that applies the REST design philosophy to real web services. It sets down the best practices you need to make your design a success, and the techniques you need to turn your design into working code. You can harness the power of the Web for programmable applications: you just have to work with the Web instead of against it. This book shows you how.

WEB DESIGN IN A NUTSHELL

A DESKTOP QUICK REFERENCE

"O'Reilly Media, Inc." Are you still designing web sites like it's 1999? If so, you're in for a surprise. Since the last edition of this book appeared five years ago, there has been a major climate change with regard to web standards. Designers are no longer using (X)HTML as a design tool, but as a means of defining the meaning and structure of content. Cascading Style Sheets are no longer just something interesting to tinker with, but rather a reliable method for handling all matters of presentation, from fonts and colors to the layout of the entire page. In fact, following the standards is now a mandate of professional web design. Our popular reference, Web Design in a Nutshell, is one of the first books to capture this new web landscape with an edition that's been completely rewritten and expanded to reflect the state of the art. In addition to being an authoritative reference for (X)HTML and Cascading Style Sheets, this book also provides an overview of the unique requirements of designing for the Web and gets to the nitty-gritty of JavaScript and DOM Scripting, web graphics optimization, and multimedia production. It is an indispensable tool for web designers and developers of all levels. The third edition covers these contemporary web design topics: Structural layer: HTML 4.01 and XHTML 1.0 (9 chapters), including an alphabetical reference of all elements, attributes and character entities Presentation layer: Ten all-new chapters on Cascading Style Sheets, Level 2.1, including an alphabetical reference of all properties and values. Behavior layer: JavaScript and scripting with the Document Object Model (DOM) Web environment: New web standards, browsers, display devices, accessibility, and internationalization Web graphics optimization: Producing lean and mean GIF, JPEG, PNG, and animated GIFs Multimedia: Web audio, video, Flash, and PDF Organized so that readers can find answers quickly, Web Design in a Nutshell, Third Edition helps experienced designers come up to speed quickly on standards-based web design, and serves as a quick reference for those already familiar with the new standards and technology. There are many books for web designers, but none that address such a wide variety of topics. Find out why nearly half a million buyers have made this the most popular web design book available.

JAVA IN A NUTSHELL

A DESKTOP QUICK REFERENCE

O'Reilly Media This updated edition of Java in a Nutshell not only helps experienced Java programmers get the most out of Java versions 9 through 11, it's also a learning path for new developers. Chock full of examples that demonstrate how to take complete advantage of modern Java APIs and development best practices, this thoroughly revised book includes new material on Java Concurrency Utilities. The book's first section provides a fast-paced, no-fluff introduction to the Java programming language and the core runtime aspects of the Java platform. The second section is a reference to core concepts and APIs that explains how to perform real programming work in the Java environment. Get up to speed on language details, including Java 9-11 changes Learn object-oriented programming, using basic Java syntax Explore generics, enumerations, annotations, and lambda expressions Understand basic techniques used in object-oriented design Examine concurrency and memory, and how they're intertwined Work with Java collections and handle common data formats Delve into Java's latest I/O APIs, including asynchronous channels Use Nashorn to execute JavaScript on the Java Virtual Machine Become familiar with development tools in OpenJDK

JAVA IN A NUTSHELL

"O'Reilly Media, Inc." The latest edition of Java in a Nutshell is designed to help experienced Java programmers get the most out of Java 7 and 8, but it's also a learning path for new developers. Chock full of examples that demonstrate how to take complete advantage of modern Java APIs and development best practices, the first section of this thoroughly updated book provides a fast-paced, no-fluff introduction to the Java programming language and the core runtime aspects of the Java platform. The second section

is a reference to core concepts and APIs that shows you how to perform real programming work in the Java environment. Get up to speed on language details, including Java 8 changes Learn object-oriented programming, using basic Java syntax Explore generics, enumerations, annotations, and lambda expressions Understand basic techniques used in object-oriented design Examine concurrency and memory, and how they're intertwined Work with Java collections and handle common data formats Delve into Java's latest I/O APIs, including asynchronous channels Use Nashorn to execute JavaScript on the Java Virtual Machine Become familiar with development tools in OpenJDK

WHY'S (POIGNANT) GUIDE TO RUBY

Snowbooks

USING JRUBY

BRINGING RUBY TO JAVA

Now you can bring the best of Ruby into the world of Java, with Using JRuby. Come to the source for the JRuby core team's insights and insider tips. You'll learn how to call Java objects seamlessly from Ruby, and deal with Java idioms such as interfaces and overloaded functions. Run Ruby code from Java, and make a Java program scriptable in Ruby. See how to compile Ruby into .class files that are callable from Java, Scala, Clojure, or any other JVM language. In Using JRuby you'll venture into the wide world of open-source Ruby and Java libraries. Write Ruby on Rails web applications that run on Java servers like Tomcat. Use Java's JDBC or Hibernate to easily connect Ruby to industry-standard databases. Test your Java program using Ruby's elegant Cucumber and RSpec frameworks. Create dazzling desktop user interfaces with frameworks like Limelight and Monkeybars. Package a Rails or plain Ruby project for easy deployment to any Java environment. JRuby lets you merge the best of several possible worlds, so you can create unique software using the best tools available. This book is your definitive guide.

COMPREHENSIVE RUBY PROGRAMMING

Packt Publishing Ltd 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 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 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.

PROGRAMMING COCOA WITH RUBY

CREATE COMPELLING MAC APPS USING RUBYCOCOA

A book for the Ruby programmer who's never written a Mac application before, "Rubycocoa" delves into the Cocoa framework right from the beginning, answering questions and solving problems.

R IN A NUTSHELL

A DESKTOP QUICK REFERENCE

"O'Reilly Media, Inc." Why learn R? Because it's rapidly becoming the standard for developing statistical software. R in a Nutshell provides a quick and practical way to learn this increasingly popular open source language and environment. You'll not only learn how to program in R, but also how to find the right user-contributed R packages for statistical modeling, visualization, and bioinformatics. The author introduces you to the R environment, including the R graphical user interface and console, and takes you through the fundamentals of the object-oriented R language. Then, through a variety of practical examples from medicine, business, and sports, you'll learn how you can use this remarkable tool to solve your own data analysis problems. Understand the basics of the language, including the nature of R objects Learn how to write R functions and build your own packages Work with data through visualization, statistical analysis, and other methods Explore the wealth of packages contributed by the R community Become familiar with the lattice graphics package for high-level data visualization Learn about bioinformatics packages provided by Bioconductor "I am excited about this book. R in a Nutshell is a great introduction to R, as well as a comprehensive reference for using R in data analytics and visualization. Adler provides 'real world' examples, practical advice, and scripts, making it accessible to anyone working with data, not

just professional statisticians."

SCRIPTED GUI TESTING WITH RUBY

Scripted GUI Testing with Ruby is a practical, quick-moving tutorial based on real life, and real-world GUI applications. Right out of the gate you'll start working with code to drive a desktop GUI. You'll discover the kinds of gotchas and edge cases that don't exist in simple, toy programs. As you add more tests, you'll learn how to organize your test code and write lucid examples. The result is a series of "smoke tests" team will run on Continuous Integration servers. Next, we'll explore a variety of different testing tips and tricks. You'll employ a series of increasingly random and punishing test monkeys to try to crash programs. Table-driven techniques will show you how to check dozens of different input combinations. See how to use longer acceptance tests (in the form of stories) to represent the way a typical customer would use your program. The book uses examples from Windows, OS X, and cross-platform Java desktop programs as well as Web applications. You'll develop test scripts in Ruby; you don't need to be a Ruby expert, but basic comfort with the language will be helpful.

TCL/TK IN A NUTSHELL

A DESKTOP QUICK REFERENCE

"O'Reilly Media, Inc." The Tcl language and Tk graphical toolkit are simple and powerful building blocks for custom applications. The Tcl/Tk combination is increasingly popular because it lets you produce sophisticated graphical interfaces with a few easy commands, develop and change scripts quickly, and conveniently tie together existing utilities or programming libraries. One of the attractive features of Tcl/Tk is the wide variety of commands, many offering a wealth of options. Most of the things you'd like to do have been anticipated by the language's creator, John Ousterhout, or one of the developers of Tcl/Tk's many powerful extensions. Thus, you'll find that a command or option probably exists to provide just what you need. And that's why it's valuable to have a quick reference that briefly describes every command and option in the core Tcl/Tk distribution as well as the most popular extensions. Keep this book on your desk as you write scripts, and you'll be able to find almost instantly the particular option you need. Most chapters consist of alphabetical listings. Since Tk and mega-widget packages break down commands by widget, the chapters on these topics are organized by widget along with a section of core commands where appropriate. Contents include: Core Tcl and Tk commands and Tk widgets C interface (prototypes) Expect [incr Tcl] and [incr Tk] Tix TclX BLT Oratcl, SybTcl, and Tclodbc

MAC OS X TIGER IN A NUTSHELL

A DESKTOP QUICK REFERENCE

"O'Reilly Media, Inc." Following the common-sense O'Reilly style, Mac OS X Tiger in a Nutshell cuts through the chaff and gives you practical details you can use every day. Everything you need to know about the Unix side of Mac OS X has been systematically documented in this book. Mac OS X Tiger in a Nutshell offers a complete overview of Mac OS X Tiger (Version 10.4), focusing on the BSD Unix layer. This book familiarizes you with over 300 of Tiger's Unix commands, the Terminal application, file management, system and network administration issues, and more. Completely revised for Mac OS X Tiger, this book offers: The most complete and thorough coverage of Mac OS X's Unix commands you'll find anywhere (even in the system) An overview of basic system and network administration features, including coverage of NetInfo and Directory Services An introduction to using Mac OS X's Unix command-line interface, the Terminal application An overview of Mac OS X's Unix text editors, including vi and Emacs Information on shell syntax variables for Tiger's default Unix shell, bash Each command and option in this book's Unix Command Reference has been painstakingly tested and checked against Tiger; even the manpages that ship with Mac OS X can't compete in accuracy. Mac OS X Tiger in a Nutshell is the most comprehensive quick reference on the market and is a must for any serious Mac user.

ASP.NET IN A NUTSHELL

"O'Reilly Media, Inc." Newly updated for Visual Studio .NET 2003, the second edition of this book covers application and web service development, custom controls, data access, security, deployment, and error handling. Also contains new material on web application development for mobile devices, plus an overview of the class libraries.

BEGINNING RUBY

FROM NOVICE TO PROFESSIONAL

Apress Based on the bestselling first edition, Beginning Ruby: From Novice to Professional, Second Edition is the leading guide for every type of reader who wants to learn Ruby from the ground up. The new edition of this book provides the same excellent introduction to Ruby as the first edition plus updates for the newest version of Ruby, including the addition of the Sinatra and Ramaze web application frameworks and a chapter on GUI development so developers can take advantage of these new trends. Beginning Ruby starts by explaining the principles behind object-oriented programming and within a few chapters builds toward creating a full Ruby application. By the end of the book, in addition to in-depth knowledge of Ruby, you'll also have basic understanding of many ancillary technologies such as SQL, XML, web frameworks, and networking. Introduces readers to the Ruby programming language Takes readers from basic programming skills to web development with topics like Ruby-based frameworks and GUI programming Covers many ancillary technologies in order to provide a broader picture (e.g., databases, XML, network daemons)

RAPID RAILS WITH HOBO

Lulu.com

LINUX IN A NUTSHELL

A DESKTOP QUICK REFERENCE

Oreilly & Associates Incorporated A complete reference contains all user, programming, administration, and networking commands with options, covering shell syntax for the bash, csh, and tcsh shells; sed and gawk commands; and software development and system administration commands. Original. (Advanced).

JAVA IN A NUTSHELL

Oreilly & Associates Incorporated Java in a Nutshell, Deluxe Edition is a Java programmer's dream come true in one small package. The heart of this Deluxe Edition is the Java Reference Library on CD-ROM, which brings together five volumes for Java developers and programmers, linking related info across books. It includes: Exploring Java, 2nd Edition, Java Language Reference, 2nd Edition, Java Fundamental Classes Reference, Java AWT Reference, and Java in a Nutshell, 2nd Edition, included both on the CD-ROM and in a companion desktop edition. Java in a Nutshell, Deluxe Edition is an indispensable resource for anyone doing serious programming with Java 1.1. The Java Reference Library alone is also available by subscription on the World Wide Web. Please see <http://online-books.oreilly.com/books/javaref/> for details. The electronic text on the Web and on the CD is fully searchable and includes a complete index to all five volumes. It also includes the sample code found in the printed volumes. Exploring Java, 2nd Edition introduces the basics of Java 1.1 and offers a clear, systematic overview of the language. It covers the essentials of hot topics like Beans and RMI, as well as writing applets and other applications, such as networking programs, content and protocol handlers, and security managers. The Java Language Reference, 2nd Edition is a complete reference that describes all aspects of the Java language, including syntax, object-oriented programming, exception handling, multithreaded programming, and differences between Java and C/C++. The second edition covers the new language features that have been added in Java 1.1, such as inner classes, class literals, and instance initializers. The Java Fundamental Classes Reference provides complete reference documentation on the core Java 1.1 classes that comprise the java.lang, java.io, java.net, java.util, java.text, java.math, java.lang.reflect, and java.util.zip packages. These classes provide general-purpose functionality that is fundamental to every Java application. The Java AWT Reference provides complete reference documentation on the Abstract Window Toolkit (AWT), a large collection of classes for building graphical user interfaces in Java. Java in a Nutshell, 2nd Edition, the bestselling book on Java and the one most often recommended on the Internet, is a complete quick-reference guide to Java, containing descriptions of all of the classes in the Java 1.1 core API, with a definitive listing of all methods and variables, with the exception of the still-evolving Enterprise APIs. These APIs will be covered in a future volume. Highlights of the library include: History and principles of Java How to integrate applets into the World Wide Web A detailed look into Java's style of object-oriented programming Detailed coverage of all the essential classes in java.lang, java.io, java.util, java.net, java.awt Using threads Network programming Content and protocol handling A detailed explanation of Java's image processing mechanisms Material on graphics primitives and rendering techniques Writing a security manager System requirements: The CD-ROM is readable on all Windows and UNIX platforms. Current implementations of the Java Virtual Machine for the Mac platform do not support the Java search applet in this CD-ROM. Mac users can purchase the World Wide Web version (see <http://online-books.oreilly.com/books/javaref/> for more information). A Web browser that supports HTML 3.2, Java, and JavaScript, such as Netscape 3.0 or Internet Explorer 3.0, is required.

WEB TECHNOLOGY

THEORY AND PRACTICE

CRC Press This book intends to expound the complete concept of Web in Theory, Web in Research and Web in Practice with the help of worked out examples for better understanding. Planned as a comprehensive reading for beginners and a reference for advanced learners, the book includes latest developments and approaches related to the World Wide Web.

LINUX IN A NUTSHELL

A DESKTOP QUICK REFERENCE

O'Reilly Media Linux in a Nutshell covers the core commands available on common Linux distributions. This isn't a scaled-down quick reference of common commands, but a complete reference containing all user, programming, administration, and networking commands. Contents include: Commands with complete lists of options Shell syntax for the bash, and tcsh shells Pattern matching emacs, vi, and editing commands sed and gawk commands Perl quick-ref LILO and Loadlin options Software development commands This book also documents a wide range of GNU tools for UNIX users who have GNU versions of standard UNIX tools. You'll find all the essential commands you need to run your system, as well as all the commands that historically have been included on UNIX systems. New material in the second edition includes the popular LILO and Loadlin programs used for dual-booting, a Perl quick-reference, and RCS/ CVS source control commands. Linux in a Nutshell is a must for any Linux user; it weighs less than a stack of manual pages, but gives you everything you need for common, day-to-day use.

THE FIVE PEOPLE YOU MEET IN HEAVEN

Hachette Books Eddie is a wounded war veteran, an old man who has lived, in his mind, an uninspired life. His job is fixing rides at a seaside amusement park. On his 83rd birthday, a tragic accident kills him, as he tries to save a little girl from a falling cart. He awakes in the afterlife, where he learns that heaven is not a destination. It's a place where your life is explained to you by five people, some of whom you knew, others who may have been strangers. One by one, from childhood to soldier to old age, Eddie's five people revisit their connections to him on earth, illuminating the mysteries of his "meaningless" life, and revealing the haunting secret behind the eternal question: "Why was I here?"

FUNDAMENTALS OF COMPUTER PROGRAMMING WITH C#

THE BULGARIAN C# BOOK

Faber Publishing 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 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 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

PYTHON PROGRAMMING FUNDAMENTALS

Springer This easy-to-follow and classroom-tested textbook guides the reader through the fundamentals of programming with Python, an accessible language which can be learned incrementally. Features: includes numerous examples and practice exercises throughout the text, with additional exercises, solutions and review questions at the end of each chapter; highlights the patterns which frequently appear when writing programs, reinforcing the application of these patterns for problem-solving through practice exercises; introduces the use of a debugger tool to inspect a program, enabling students to discover for themselves how programs work and enhance their understanding; presents the Tkinter framework for building graphical user interface applications and event-driven programs; provides instructional videos and additional information for students, as well as support materials for instructors, at an associated website.

METAPROGRAMMING RUBY 2

PROGRAM LIKE THE RUBY PROS

Annotation Everyone in the Ruby world seems to be talking about metaprogramming--how you can use it to remove duplication in your code and write elegant, beautiful programs. Now you can get in on the action as well. This book describes metaprogramming as an essential component of Ruby. Once you understand the principles of Ruby, including the object model, scopes, and eigenclasses, you're on your way to applying metaprogramming both in your daily work and in your fun, after-hours projects. Learning metaprogramming doesn't have to be difficult or boring. By taking you on a Monday-through-Friday workweek adventure with a pair of programmers, Paolo Perrotta helps make mastering the art of metaprogramming both straightforward and entertaining. The book is packed with: Pragmatic examples of metaprogramming in action, many of which come straight from popular libraries or frameworks, such as Rails. Programming challenges that let you experiment and play with some of the most fun, "out-there" metaprogramming concepts. Metaprogramming "spells"--34 practical recipes and idioms that you can study and apply right now, to write code that is sure to impress. Whether you're a Ruby apprentice on the path to mastering the language or a Ruby wiz in search of new tips, this book is for you.

LEARN RAILS 5.2

ACCELERATED WEB DEVELOPMENT WITH RUBY ON RAILS

Apress 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 Active Record 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.