1.	Record Nr.	UNINA9910451356103321
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	Titolo	Ruby by example [[electronic resource]] : concepts and code / / by Kevin C. Baird
	Pubbl/distr/stampa	San Francisco, : No Starch Press, c2007
	ISBN	1-59327-160-3
	Edizione	[1st edition]
	Descrizione fisica	1 online resource (314 p.)
	Disciplina	005.1/17
	Soggetti	Object-oriented programming (Computer science) Ruby (Computer program language) Electronic books.
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Description based upon print version of record.
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	CONTENTS; Acknowledgments; Introduction: What Is Ruby?; Chapter 1: Interactive Ruby and the Ruby Environment; Chapter 2: Amusements and Simple Utilities; Chapter 3: Programmer Utilities; Chapter 4: Text Manipulation; Chapter 5: Number Utilities; Chapter 6: Functionalism with Blocks and Procs; Chapter 7: Using, Optimizing, and Testing Functional Techniques; Chapter 8: HTML and XML Tools; Chapter 9: More Complex Utilities and Tricks, Part I; Chapter 10: More Complex Utilities and Tricks, Part II; Chapter 11: CGI and the Web; Chapter 12: RubyGems and Rails Preparation Chapter 13: A Simple Rails ProjectAppendix: How Does Ruby Compare to Other Languages?; Index
	Sommario/riassunto	There may be no better way to learn how to program than by dissecting real, representative examples written in your language of choice. Ruby by Example analyzes a series of Ruby scripts, examining how the code works, explaining the concepts it illustrates, and showing how to modify it to suit your needs. Baird's examples demonstrate key features of the language (such as inheritance, encapsulation, higher-order functions, and recursion), while simultaneously solving difficult problems (such as validating XML, creating a bilingual program, and creating command-line interfaces). Each chapter buil