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| 1. Record Nr. | UNINA9910708098703321 |
| Autore | Long Joseph C. |
| Titolo | Hill of angels : U.S. Marines and the Battle for Con Thien, 1967 to 1968 // Colonel Joseph C. Long |
| Pubbl/distr/stampa | Quantico, Virginia : , : History Division, Marine Corps University, , 2016 |
| Descrizione fisica | 1 online resource (61 pages) : illustrations (some color), maps |
| Collana | Marines in the Vietnam War commemorative series |
| Soggetti | Vietnam War, 1961-1975 - Campaigns - Vietnam - Con Thien Mountain Region Military campaigns History Vietnam Con Thien Mountain Region |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Paper version available for sale by the Superintendent of Documents, U. S. Government Publishing Office. "This pamphlet history, one in a series devoted to U.S. Marines in the Vietnam War, is published for the education and training of Marines by the History Division, Marine Corps University, Quantico, Virginia, as part of the U.S. Department of Defense observance of the fiftieth anniversary of that war." "PCN 2016950472." |
| Nota di bibliografia | Includes bibliographical references. |

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| 2. Record Nr. | UNINA9910483789803321 |
| Autore | DiLeo Carleton |
| Titolo | Beginning Ruby 3 : From Beginner to Pro // by Carleton DiLeo, Peter Cooper |
| Pubbl/distr/stampa | Berkeley, CA : , : Apress : , : Imprint : Apress, , 2021 |
| ISBN | 1-4842-6324-3 |
| Edizione | [4th ed. 2021.] |
| Descrizione fisica | 1 online resource (XXX, 585 p. 21 illus.) |
| Disciplina | 371.39445 |
| Soggetti | Programming languages (Electronic computers) Internet programming Compilers (Computer programs) Open source software Programming Language Web Development Compilers and Interpreters Open Source |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Includes index. |
| Nota di contenuto | Part 1 - Foundations and Scaffolding -- 1. Let's Get It Started: Installing Ruby -- 2. Programming = Joy: A Whistle-Stop Tour of Ruby and Object Orientation -- 3. Ruby's Building Blocks: Data, Expressions, and Flow Control -- 4. Developing Your First Ruby Application -- 5. The Ruby Ecosystem -- Part 2 - The Core of Ruby -- 6. Classes, Objects, and Modules -- 7. Projects and Libraries -- 8. Documentation, Error Handling, Debugging, and Testing -- 9. Files and Databases -- 10. Deploying Ruby Applications and Libraries -- 11. Advanced Ruby Features -- 12. Tying It Together: Developing a Larger Ruby Application -- Part 3 - Ruby Online -- 13. Web Application Frameworks: Rails, Sinatra, and Ramaze -- 14. Ruby and the Internet -- 15. Networking, Sockets, and Daemons -- 16. Useful Ruby Libraries -- Appendix A. Ruby Primer and Review for Developers -- Appendix B. Useful Resources. |
| Sommario/riassunto | Learn the principles behind object-oriented programming in Ruby and within a few chapters create a fully functional Ruby 3-based |

application. You'll gain a basic understanding of many ancillary technologies such as databases, XML, web frameworks, and networking - some of which will be needed for your first Ruby application. Based on the bestselling first and second editions, *Beginning Ruby 3*, 4th Edition is a leading guide to learn Ruby from the ground up. The new edition of this book provides the same excellent introduction to Ruby as the previous editions plus updates for the newest version of Ruby, including performance through an improved allocator, decreased heap fragmentation and more. Also, added: details on the just-in-time compiler, fewer limits on GIL (Global Interpreter Lock), and a static type checker. You'll see why the light and agile Ruby programming language remains a popular open source scripting option for developers building today's web applications. This book can also be used as a textbook or companion to a textbook on beginning Ruby programming. After reading and using this book, you'll have a firm handle to program in the Ruby language. You will:

- Discover the fundamentals of Ruby and its object-oriented building blocks
- Use the Ruby libraries, gems, and documentation
- Work with files and databases
- Write and deploy Ruby applications
- Harness the various Ruby web frameworks and use them effectively
- Do network programming with Ruby .
