

1. Record Nr.	UNINA9910785377403321
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Titolo	Cloning internet applications with Ruby [[electronic resource] ] : make your own TinyURL, Twitter, Flickr, or Facebook using Ruby / / Chang Sau Sheong
Pubbl/distr/stampa	Birmingham, U.K., : Packt Pub., 2010
ISBN	1-282-75041-0 9786612750410 1-84951-107-1
Descrizione fisica	1 online resource (336 p.)
Collana	Community experience distilled
Disciplina	005.117 006.76
Soggetti	Ruby (Computer program language) Object-oriented programming (Computer science)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; About the Author; Acknowledgement; About the Reviewers; Table of Contents; Preface; Chapter 1:Cloning Internet Applications; Who would find this book useful; Popular Internet applications; Technologies used; Sinatra; Installing; Routes; Splitting route into multiple files; Redirection; Filters; Static pages; Views; Layouts; Helpers; Error handling; DataMapper; Installing; Connecting to the database; Creating models; Defining associations between models; Creating the database tables; Finding records; Haml; Installing; Using Haml; Haml and Ruby; How this book works; Caveat SummaryChapter 2:URL Shorteners - Cloning TinyURL; All about URL shorteners; Main features; Designing the clone; Creating a short URL for each long URL; Automatically redirecting from a short URL to a long URL; Providing a customized short URL; Filtering undesirable words out; Previewing the long URL; Providing statistics; Technologies and platforms used; Sinatra; Haml; DataMapper; Blueprint CSS; Mashups; Google Chart API; HostIP; Heroku; Building the clone; Data model; Url; Link; Visit; Application flow; Deploying the clone; Summary; Chapter 3: Microblogs - Cloning Twitter

All about microblogsTwitter; Why Twitter?; Main features; Designing the clone; Posting statuses; Following users; Sending publicly directed messages; Sending privately directed messages; Re-tweeting; Public timeline; API; Authentication, access control, and user management; Third party authentication and access control; Authentication and user management; Scalability and stability; Technologies and platforms used; JSON; Mashups; RPX; Google ClientLogin; Gravatar; TinyURL; Heroku; Building the clone; Modeling the data; User; Status; Building the application flow  
Authenticating and managing usersDisplaying and updating statuses; Sending and displaying direct messages; Showing and forming relationships; Implementing the API; Deploying the clone; Deploying locally; Deploying to the cloud; Summary; Chapter 4:Photo Sharing - Cloning Flickr; All about photo-sharing services; Flickr; Main features; Designing the clone; Authentication, access control, and user management; Albums and photos; Uploading and storing photos; Comments; Annotations; Editing photos; Friendly URLs; Sharing photos; Technologies and platforms used; Mashups; RPX; Gravatar; Pixlr Amazon Web Services Simple Storage Service (S3)RightAWS; Building the clone; Configuration; Modeling the data; User; Album; Photo; Annotation; Comment; Building the application flow; Authenticating and managing users; Landing page; Managing albums; Uploading photos; Displaying photos; Annotating photos; Commenting on photos; Editing photos; Sharing photos; Deploying the clone; Deploying on a server; Summary; Chapter 5:Social Networking Services - Cloning Facebook 1; All about social networking services; Facebook; Main features; User; Community; Content sharing; Designing the clone Authentication, access control, and user management

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## Sommario/riassunto

This is a hands-on book with plenty of well-explained code. Each chapter has a standalone project in which a complete web application with specific features of a social networking site is emphasized. The final chapter of the book is a project that has a complete and fully developed social networking site. Each chapter begins with a brief description of the features of the Internet service and the market it is within. After extracting the main features of the service, the chapter goes into explaining how a clone of the service can be designed, followed by a short description of the technologies

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