

Programming Ruby The Pragmatic Programmers Guide Second Edition

"Ruby is a true object-oriented programming language that makes the craft of programming easier. Ruby is a transparent language: It doesn't obscure your program behind unnecessary syntax or reams of extra support code." "Guided by the Principle of Least Surprise, Ruby embodies the values of consistency and simplicity of expression. It's more than a programming language: It's a concise way of expressing ideas. Ruby supports natural intelligence - yours." "Programming Ruby: The Pragmatic Programmer's Guide is your complete Ruby resource. It provides a tutorial and overview of Ruby version 1.6; a detailed description of the language's structure, syntax, and operation; a guide to building applications with Ruby; and a comprehensive library reference."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

Mit diesen sieben Sprachen erkunden Sie die wichtigsten Programmiermodelle unserer Zeit. Lernen Sie die dynamische Typisierung kennen, die Ruby, Python und Perl so flexibel und verlockend macht. Lernen Sie das Prototyp-System verstehen, das das Herzstück von JavaScript bildet. Erfahren Sie, wie das Pattern Matching in Prolog die Entwicklung von Scala und Erlang beeinflusst hat. Entdecken Sie, wie sich die rein funktionale Programmierung in Haskell von der Lisp-Sprachfamilie, inklusive Clojure, unterscheidet. Erkunden Sie die parallelen Techniken, die das Rückgrat der nächsten Generation von Internet-Anwendungen bilden werden. Finden Sie heraus, wie man Erlangs "Lass es abstürzen"-Philosophie zum Aufbau fehlertoleranter Systeme nutzt. Lernen Sie das Akteur-Modell kennen, das das parallele Design bei Io und Scala bestimmt. Entdecken Sie, wie Clojure die Versionierung nutzt, um einige der schwierigsten Probleme der Nebenläufigkeit zu lösen. Hier finden Sie alles in einem Buch. Nutzen Sie die Konzepte einer Sprache, um kreative Lösungen in einer anderen Programmiersprache zu finden – oder entdecken Sie einfach eine Sprache, die Sie bisher nicht kannten. Man kann nie wissen – vielleicht wird sie sogar eines ihrer neuen Lieblingswerkzeuge.

Bachelorarbeit aus dem Jahr 2007 im Fachbereich Informatik - Internet, neue Technologien, Note: 1, Fachhochschule Technikum Wien, 11 Quellen im Literaturverzeichnis, Sprache: Deutsch, Abstract: Die Analyse des Web-Frameworks Ruby on Rails (Rails), ist eines von fünf Arbeitsthemen des Spezialisierungsthemengebietes „Web-Engineering“ der Fachhochschule Technikum Wien. Die Ausarbeitung basiert auf der Beispielanwendung Yet Another Community (YAC). Diese Applikation wurde von den fünf Studenten des Spezialisierungsthemengebietes „Web-Engineering“ ausgewählt und zwei exemplarische Use Cases wurden implementiert. Beide Use Cases wurden vollständig vertikal implementiert, um herauszufinden wie Rails den agilen Entwicklungsprozess und das Rapid Application Development unterstützt. Die Vorbereitungsarbeiten (Aufbau der Datenbank, generieren des Rails-Projektes, Scaffolding, Objektrelationales Mapping) für die Implementierung der beiden Use Cases hat gezeigt, dass Rails ein sehr stabiles und zuverlässiges Web-Framework ist und den Programmierer effizient bei der Entwicklung von Webapplikationen mit agilen Prozessen unterstützt. Alle Hauptanforderungen und die beiden Use Cases „Registrieren eines Users“ und „Login eines Members“ wurden mit den Rails Generatoren „Action Mailer“, „Login_generator“, „Scaffold Generator“ und Modifikationen in den Controllern und Views implementiert. Diese Generatoren bauen eine sehr klare MVC-Struktur auf und erleichtern dadurch die Anpassung der Web-Applikation. Das konsequente Verfolgen und Umsetzen der MVC Architektur in Verbindung mit den Active Records und den Prinzipien DRY und „Konventionen statt Konfigurationen“ machen Rails zu einem sehr agilen Web-Framework und daher auch zu einem perfekten Tool für Rapid Application Development.

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 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.

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

"Seven Languages in Seven Weeks" presents a meaningful exploration of seven languages within a single book. Rather than serve as a complete reference or installation guide, the book hits what's essential and unique about each language.

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, 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.

"Die Programmiersprache Ruby" ist das maßgebliche Handbuch zu Ruby mit einer umfassenden Beschreibung der Sprachversionen 1.8 und 1.9. Es wurde für erfahrene Programmierer geschrieben, die sich neu in Ruby einarbeiten wollen, und für Ruby-Programmierer, die ihr Wissen erweitern und Ruby besser beherrschen wollen. Dieses Buch dokumentiert Ruby umfassend, jedoch ohne den Formalismus einer Sprachspezifikation. Ruby vom Feinsten Dieses Handbuch beginnt mit einem Tutorial zum Schnelleinstieg in die Sprache Ruby und erklärt sie dann detailliert auf allen Ebenen: Lexikalische und syntaktische Struktur von Ruby-Programmen, Datentypen und Objekte, Ausdrücke und Operatoren, Anweisungen und Kontrollstrukturen, Methoden, Procs, Lambdas und Closures, Klassen und Module, Reflection und Metaprogrammierung und die Ruby-Plattform API der Ruby-Plattform Die Programmiersprache Ruby beinhaltet eine umfassende Einführung in die mächtige API der Ruby-Plattform und stellt - mit ausführlich kommentiertem Code - die Möglichkeiten von Ruby in Bezug auf Textbearbeitung, mathematische Berechnungen, Collections, Ein-/Ausgabe, Netzwerkverarbeitung und Concurrency vor. Wenn Sie Ruby wirklich verstehen wollen, ist dies das Buch, das Sie brauchen.

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 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.

Mit Kubernetes große Container-Infrastrukturen ausfallsicher verwalten Nach einer Einführung in die typischen Problemstellungen, mit denen Softwareentwickler und Administratoren konfrontiert sind, und wie diese mit Kubernetes gelöst werden können, lernen Sie in einem ersten Beispielprojekt die praktische Umsetzung. Es wird gezeigt, wie eine einfache in einem Container laufende Web-Applikation über ein Kubernetes-Cluster verwaltet werden kann. Im zweiten Teil des Buches lernen Sie die zu Grunde liegenden Konzepte kennen, deren Verständnis unbedingt notwendig ist, um große Container-Cluster mit Kubernetes zu betreiben. Im letzten Teil wird die Funktionsweise von Kubernetes beschrieben und auf weiterführende Aspekte eingegangen. Hier wird außerdem das erworbene Wissen aus den ersten beiden Teilen zusammengeführt, damit Sie den vollen Nutzen aus der Kubernetes-Plattform ziehen können.

Für jede knifflige Aufgabe gibt es eine Lösung - und die ist oft viel einfacher, als zunächst gedacht. Das beliebte PHP 5 Kochbuch zeigt Ihnen, wie Sie typische Probleme und Herausforderungen der PHP-Entwicklung geschickt meistern. Die Rezepte reichen von einfacheren Aufgaben bis hin zu komplexen Programmen. Für die dritte Auflage wurde der Bestseller von namhaften deutschen PHP-Experten komplett aktualisiert und um zusätzliche Rezepte ergänzt. Aktuell zu PHP 5.3: Die Version 5.3 bietet zahlreiche Funktionalitäten, die dem PHP-Programmierer interessante neue Möglichkeiten eröffnen. Diese Auflage des Kochbuchs geht umfassend auf die Neuerungen ein. Dazu gehören: die Änderungen am Objektmodell von PHP 5 im Zusammenhang mit der Einführung von Namensräumen, das Late Static Binding, die Erstellung von Lambda-Funktionen und Closures, die neue PHAR-Erweiterung, die erweiterte Standard PHP Library (SPL) und vieles mehr. Die ganze Bandbreite: Über 350 Rezepte machen das PHP 5 Kochbuch zu einer umfangreichen Informations- und Inspirationsquelle für jeden PHP-Entwickler.

Programming Ruby 1.9 & 2.0 The Pragmatic Programmers' Guide

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

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. 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.

Ruby????????????????????Ruby????????????????????,????????????????????,????????????????????Programming Ruby???Ruby????????????????,????PickAxe Book(???,?????????????)?

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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 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.

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

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 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

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.

JavaScript ist eine mächtige, objektorientierte Skriptsprache, deren Code in HTML-Seiten eingebettet und vom Browser interpretiert und ausgeführt wird. Richtig eingesetzt, eignet sie sich aber auch für die Programmierung komplexer Anwendungen und hat im Zusammenhang mit HTML5 noch einmal an Bedeutung gewonnen. Diese Kurzreferenz ist ein Auszug aus der überarbeiteten und ergänzten Neuauflage von JavaScript – Das umfassende Referenzwerk, 6. Auflage, der JavaScript-Bibel schlechthin. JavaScript kurz & gut befasst sich in den ersten neun Kapiteln mit der neuesten Version des Sprachkerns (ECMAScript 5) und behandelt die Syntax der Sprache, Typen, Werte, Variablen, Operatoren und Anweisungen sowie Objekte, Arrays, Funktionen und Klassen. All dies ist nicht nur für die Verwendung von JavaScript in Webbrowsern, sondern auch beim Einsatz von Node auf der Serverseite relevant. In den folgenden fünf Kapiteln geht es um die Host-Umgebung des Webbrowsers. Es wird erklärt, wie Sie clientseitiges JavaScript für die Erstellung dynamischer Webseiten und -applikationen verwenden und mit JavaScript auf die HTML5-APIs zugreifen. Diese Kapitel liefern Informationen zu den wichtigsten Elementen von clientseitigem JavaScript: Fenster, Dokumente, Elemente, Stile, Events, Netzwerke und Speicherung.

Programmierenlernen ist wirklich nicht schwer. Du wirst erstaunt sein, wie einfach es ist, interaktive Welten und lustige Spiele zu entwickeln. Und du wirst garantiert viel Spaß dabei haben! Du lädst dir schnell den ICE Code Editor als Browsererweiterung herunter, mit dem du auch offline arbeiten kannst, und los geht's. Alles was du programmierst, siehst du direkt im Code Editor: animierte Figuren, deinen eigenen Avatar, der Radschlagen kann, oder dein eigenes Spiel mit Obstmonstern, Höhlenpuzzlen und Floßfahrten. Wenn du wissen willst, was es mit dem ganzen Code so auf sich hat, wird dir das ganz genau erklärt. Wenn du dich aber lieber auf die Praxis konzentrieren willst, kannst du die Theorie außen vor lassen. Warum 3D-Spiele? Weil das Programmierenlernen damit besonders großen Spaß macht, denn, Hand aufs Herz, wer spielt nicht gern Computerspiele? Und so macht das Lernen nicht nur riesigen Spaß, wir programmieren dabei auch jede Menge tolle Sachen: Du stellst coole Spielfiguren her und Welten, in denen du spielen kannst, du programmierst deinen eigenen Avatar, bastelst lila Monster und erzeugst Weltraumsimulationen. Warum JavaScript? JavaScript ist die Sprache des World Wide Web und die einzige Programmiersprache, die alle Webbrowser ohne zusätzliche Software verstehen. Wenn du gelernt hast, in JavaScript zu programmieren, kannst du nicht nur solche Spiele programmieren, wie du in diesem Buch kennenlernen wirst. Du kannst auch alle möglichen Websites programmieren. Außerdem zeigen wir dir, wie du anschließend deine Spiele mit deinen Freunden teilen und sie auf deiner eigenen Website einbinden kannst. Und dann erzählst du all deinen Freunden: „Das hab' ich gemacht!“ An wen richtet sich dieses Buch? Obwohl für Kinder geschrieben, können auch Erwachsene hiermit das Programmieren erlernen. Es richtet sich an Programmieranfänger von 11 bis 99.

Why spend time on coding problems that others have already solved when you could be making real progress on your Ruby project? This updated cookbook provides more than 350 recipes for solving common problems, on topics ranging from basic data structures, classes, and objects, to web development, distributed programming, and multithreading. Revised for Ruby 2.1, each recipe includes a discussion on why and how the solution works. You'll find recipes suitable for all skill levels, from Ruby newbies to experts who need an occasional reference. With Ruby Cookbook, you'll not only save time, but keep your brain percolating with new ideas as well. Recipes cover: Data structures including strings, numbers, date and time, arrays, hashes, files and directories Using Ruby's code blocks, also known as closures OOP features such as classes, methods, objects, and modules XML and HTML, databases and persistence, and graphics and other formats Web development with Rails and Sinatra Internet services, web services, and distributed programming Software testing, debugging, packaging, and distributing Multitasking, multithreading, and extending Ruby with other languages

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. 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 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.

Mit diesen sieben Sprachen erkunden Sie die wichtigsten Programmiermodelle unserer Zeit. Lernen Sie die dynamische Typisierung kennen, die Ruby, Python und Perl so flexibel und verlockend macht. Lernen Sie das Prototyp-System verstehen, das das Herzstück von JavaScript bildet. Erfahren Sie, wie das Pattern Matching in Prolog die Entwicklung von Scala und Erlang beeinflusst hat. Entdecken Sie, wie sich die rein funktionale Programmierung in Haskell von der Lisp-Sprachfamilie, inklusive Clojure, unterscheidet. Erkunden Sie die parallelen Techniken, die das Rückgrat der nächsten Generation von Internet-Anwendungen bilden werden. Finden Sie heraus, wie man Erlangs "Lass es abstürzen"-Philosophie zum Aufbau fehlertoleranter Systeme nutzt. Lernen Sie das Aktor-Modell kennen, das das parallele Design bei Io und Scala bestimmt. Entdecken Sie, wie Clojure die Versionierung nutzt, um einige der schwierigsten Probleme der Nebenläufigkeit zu lösen. Hier finden Sie alles in einem Buch. Nutzen Sie die Konzepte einer Sprache, um kreative Lösungen in einer anderen Programmiersprache zu finden - oder entdecken Sie einfach eine Sprache, die Sie bisher nicht kannten. Man kann nie wissen - vielleicht wird sie sogar eines ihrer neuen Lieblingswerkzeuge. Die objektorientierte Sprache Python eignet sich hervorragend zum Schreiben von Skripten, Programmen und Prototypen. Sie ist frei verfügbar, leicht zu lernen und zwischen allen wichtigen Plattformen portabel, einschließlich Linux, Unix, Windows und Mac OS. Damit Sie im Programmieralltag immer den Überblick behalten, sind die verschiedenen Sprachmerkmale und Elemente in Python – kurz & gut übersichtlich zusammengestellt. Für Auflage 5 wurde die Referenz komplett überarbeitet, erweitert und auf den neuesten Stand gebracht, so dass sie die beiden aktuellen Versionen 2.7 und 3.4 berücksichtigt. Python – kurz & gut behandelt unter anderem: Eingebaute Typen wie Zahlen, Listen, Dictionaries u.v.a.; nweisungen und Syntax für Entwicklung und Ausführung von Objekten; Die objektorientierten Entwicklungstools in Python; Eingebaute Funktionen, Ausnahmen und Attribute; pezielle Methoden zur Operatorenüberladung; Weithin benutzte Standardbibliotheksmodule und Erweiterungen; Kommandozeilenoptionen und Entwicklungswerkzeuge. Mark Lutz stieg 1992 in die Python-Szene ein und ist seitdem als aktiver Pythonista bekannt. Er gibt Kurse, hat zahlreiche Bücher geschrieben und mehrere Python-Systeme programmiert.

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. 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 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!

Dieses Standardwerk hat sich seit vielen Jahren in Ausbildung und Studium bewährt. Gut strukturiert und in gut lesbaren Lerneinheiten vermittelt es Ihnen einen Überblick über das Gesamtgebiet der Fachinformatik, wie es die Prüfungsordnung der IHK für eine zwei- oder dreijährige Berufsausbildung vorschreibt. Sascha Kersken bietet Ihnen einen leichten Zugang zu allen Themen und Grundlagen der modernen Informationstechnik, wie sie Fachinformatiker in Ihrer Ausbildung benötigen: Aufbau der Computerhardware, Betriebssysteme, Netzwerktechnik, -protokolle und -anwendungen sowie Grundlagen der Programmierung werden ebenso wie das Thema Datenbanken und Multimedia berücksichtigt. Die neue Auflage wurde um viele aktuelle Themen und Trends erweitert. HTML5, CSS3, jQuery, Cloud Computing oder Scrum wurden dabei ebenso aufgenommen wie die aktuellen Versionen der Betriebssysteme Windows, Mac OS X und Linux.

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 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

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