

Ruby Programming

Duration: 3 Days Course Code: RUBYP Delivery Method: Virtual Learning

Overview:

Ruby Programming Course Overview

Ruby is a high level Interpreted, Object Oriented, rapid development language deployed in many scenarios in the modern world. This Ruby Programming course is designed to give delegates the knowledge to develop and maintain Ruby applications. Exercises and examples are used throughout the course to give practical hands-on experience with the techniques covered.

Virtual Learning

This interactive training can be taken from any location, your office or home and is delivered by a trainer. This training does not have any delegates in the class with the instructor, since all delegates are virtually connected. Virtual delegates do not travel to this course, Global Knowledge will send you all the information needed before the start of the course and you can test the logins.

Target Audience:

Who will the Course Benefit?

Developers who are required to write, maintain and test Ruby applications. This is an ideal course for anyone who wants to be able to make sense of code, if not actually to produce it.

Objectives:

- Course Objectives
 - This course aims to provide the delegate with the knowledge to be able to produce simple, object oriented Ruby applications that exploit all core elements of the language to solve business problems.
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Prerequisites:

- Delegates attending this course should have some previous programming experience and be able to define general programming concepts including: compilation, execution, variables, arrays, sequence, selection, iteration, functions, objects, and classes. Moreover delegates should be able to navigate the filesystem (on the command line ideally), edit and save text files and browse the web. This knowledge can be obtained by attendance on the pre-requisite Introduction to Programming course.
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Follow-on-Courses:

Further Learning

- Ruby on Rails
 - Apache Web Server
 - Introduction to MySQL
 - Python Programming 1
 - PHP Developer
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Content:

Ruby Programming Training Course Course Contents - DAY 1

Course Introduction

- Administration and Course Materials
- Course Structure and Agenda
- Delegate and Trainer Introductions

Session 1: INTRODUCTION TO RUBY

- What is Ruby
- What is it used for
- Installing Ruby?
- Ruby Basics - objects,regular expressions,arrays,hashes,Object Orientation

Session 2: RUBY LANGUAGE ELEMENTS

- Variables and constants
- Operators
- Assignments
- Integer,float and string formats
- Single and double quotes
- Here documents
- Labs

Session 3: CONTROL STRUCTURES

- Blocks and if statement
- Boolean and range operators
- Conditionals - if,unless,case
- Loops - while,for in,until
- break,next,retry and redo
- Labs

Session 4: CLASSES AND OBJECTS

- Objects,classes and methods
- Constructors and attributes
- Instance and class variables
- Local and global variables
- Class and object methods
- Including external files - load and require
- Labs Course Contents - DAY 2

Session 5: INPUT AND OUTPUT IN RUBY

- Opening and closing files
- Reading from and writing to files
- Labs

Session 6: ARRAYS AND HASHES IN RUBY

- Arrays and hashes
- Building an array
- The %w shortcut
- Nesting arrays
- Hash keys
- Iterators
- Labs

Session 7: OBJECT ORIENTATION

- Inheritance
- Base classes and subclasses
- What's inherited
- Overriding
- Abstract classes
- Polymorphism
- Multiple Inheritances
- Class structure
- Visibility
- Labs

Session 8: CLASSES AND OBJECT SCOPING

- Public,private and protected visibility
- Singletons and defs
- Inheritance mixins
- Destructors and garbage collection
- Namespaces and modules
- Hooks
- Freezing objects
- Labs Course Contents - DAY 3

Session 9: OBJECT ORIENTATION TECHNIQUES

- Clusters of classes
- Programming and method standards
- Formal Methods
- Unified Modelling Language (UML)
- Views

Session 10: STRINGS AND REGULAR EXPRESSIONS

- Meta Characters
- Anchors,literals,character groups and counts
- Matching in Ruby
- Modifiers i,o,x and m
- Pattern matching variables
- Labs

Session 11: SPECIAL VARIABLES AND PSEUDO-VARIABLES

- ARGV and 60
- Special variables
- Environment variables
- Pseudo-variables
- Reserved words in Ruby
- Labs

Session 12: EXCEPTIONS

- begin and end
- Raise and rescue
- Throw and catch
- labs

Further Information:

For More information, or to book your course, please call us on 0800/84.009

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www.globalknowledge.com/en-be/