

Ruby Programming & Ruby on Rails

Cursusduur: 5 Dagen **Cursuscode: RUBYPR** **Trainingsmethode: Virtual Learning**

Beschrijving:

Ruby Programming & Ruby on Rails Course Overview

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

Virtueel en Klassikaal™

Virtueel en Klassikaal™ is een eenvoudig leerconcept en biedt een flexibele oplossing voor het volgen van een klassikale training. Met Virtueel en Klassikaal™ kunt u zelf beslissen of u een klassikale training virtueel (vanuit huis of kantoor) of fysiek op locatie wilt volgen. De keuze is aan u! Cursisten die virtueel deelnemen aan de training ontvangen voor aanvang van de training alle benodigde informatie om de training te kunnen volgen.

Doelgroep:

Who will the Course Benefit?

Doelstelling:

- Course Objectives
 - This course aims to provide the delegate with the knowledge to be able to produce simple, object oriented Ruby applications, and develop and maintain Rails based projects that exploit all core elements of the language to solve business problems.
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Vereiste kennis en vaardigheden:

- 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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Vervolg cursussen:

Further Learning

- Apache Web Server
 - Introduction to MySQL
 - Python Programming 1
 - PHP Developer
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Cursusinhoud:

Ruby Programming ; Ruby on Rails 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 \$0
- Special variables
- Environment variables
- Pseudo-variables
- Reserved words in Ruby
- Labs

Session 12: EXCEPTIONS

- Begin and end
- Raise and rescue
- Throw and catch Course Contents - DAY 4

Session 13: REST

Session 15: ROUTING

- What is a Route
- Define routes that recognize incoming URLs
- Use named route methods to generate URLs based on the routing scheme
- Apply and understand the RESTful routing conventions
- Design apps to take advantage of the REST conventions in Rails

Session 16: MODELS

- What is a Model
- Using ActiveRecord
- Validations
- Associations
- Migrations Course Contents - DAY 5

Session 17: CONTROLLERS

- What is a Controller
- Creating controllers
- Using ActionController
- Writing Actions
- Filters

Session 18: VIEWS

- What is a View
- Exploring ActionView
- Writing Views for actions
- Partial
- Forms

Session 19: CREATING A RAILS PROJECT

- Creating the project
- Project Directory structure
- Using the Rails web server
- Creating the initial controller
- Modify the initial index.html file
- Setting the Route
- Creating a resource
- Viewing routes with rake

Session 20: RAILS SCAFFOLDING

- What is Scaffolding
- Creating a new project
- Generating the Rail Scaffold
- Customising the application

- What is REST
- RESTful architecture
- A simple REST client

Session 14: INTRODUCTION TO RUBY ON RAILS

- Install Ruby on Rails on an operating system
- The Model-View-Controller approach
- Rails Conventions
- Rails project structure
- Using RubyGems with Rails

Nadere informatie:

Neem voor nadere informatie of boekingen contact op met onze Customer Service Desk 030 - 60 89 444

info@globalknowledge.nl

www.globalknowledge.com/nl-nl/

Iepenhoeve 5, 3438 MR Nieuwegein