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The Book Thief

The Well-Grounded Rubyist

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The Rails 3 Way

vi Editor Pocket Reference

Learning Rails: Live Edition

Ruby Cookbook

Sergey's Html5 & Css3

Regular Expression Pocket Reference

International Books in Print

Philip's Quick Reference World Atlas

The Book of Ruby

Rust Essentials

sed and awk Pocket Reference

Ruby on Rails Tutorial

Quick Bibliography Series

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Windows PowerShell Pocket Reference

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The Complete Idiot's Guide to the Mafia, 2nd Edition

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Rails: Up and Running

Regular Expressions Cookbook

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Test-Driven Infrastructure with Chef

New Pattern NTA JEE Main Quick Guide in Chemistry with Numeric Answer Questions 3rd Edition

Taber's Quick Reference for Cardiology and Pulmonology

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GAIGE KRUEGER

Indian History, Culture & Panorama Quick Revision Material for UPSC & State PSC General Studies Exams F.A. Davis Summary The Well-Grounded Rubyist, Third Edition is a beautifully written tutorial that begins with your first Ruby program and takes you all the way to sophisticated topics like reflection, threading, and recursion. Ruby masters David A. Black and Joe Leo distill their years of knowledge for you, concentrating on the language and its uses so you can use Ruby in any way you choose. Updated for Ruby 2.5. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the Technology Designed for developer productivity, Ruby is an easy-to-learn dynamic language perfect for creating virtually any kind of software. Its famously friendly development community, countless libraries, and amazing tools, like the Rails framework, have established it as the language of choice for high-profile companies, including GitHub, SlideShare, and Shopify. The future is bright for the well-grounded Rubyist! About the Book In The Well-Grounded Rubyist, Third Edition, expert authors David A. Black and Joseph Leo deliver Ruby mastery in an easy-to-read, casual style. You'll lock in core principles as you write your first Ruby programs. Then, you'll progressively build up to topics like reflection, threading, and recursion, cementing your knowledge with high-value exercises to practice your skills

along the way. What's Inside Basic Ruby syntax Running Ruby extensions FP concepts like currying, side-effect-free code, and recursion Ruby 2.5 updates About the Reader For readers with beginner-level programming skills. About the Authors David A. Black is an internationally known Ruby developer and author, and a cofounder of Ruby Central. Ruby teacher and advocate Joseph Leo III is the founder of Def Method and lead organizer of the Gotham Ruby Conference. Table of Contents PART 1 RUBY FOUNDATIONS Bootstrapping your Ruby literacy Objects, methods, and local variables Organizing objects with classes Modules and program organization The default object (self), scope, and visibility Control-flow techniques PART 2 BUILT-IN CLASSES AND MODULES Built-in essentials Strings, symbols, and other scalar objects

Collection and container objects
 Collections central: Enumerable and Enumerator
 Regular expressions and regexp-based string operations
 File and I/O operations
PART 3 RUBY DYNAMICS
 Object individuation
 Callable and runnable objects
 Callbacks, hooks, and runtime introspection
 Ruby and functional programming

C# 7.0 Pocket Reference Simon and Schuster
 Leverage the functional programming and concurrency features of Rust and speed up your application development
 About This Book
 Get started with Rust to build scalable and high performance applications
 Enhance your application development skills using the power of Rust
 Discover the power of Rust when developing concurrent applications for large and scalable software
 Who This Book Is For
 The book is for developers looking for a quick entry into using Rust and understanding the core features of the language.
 Basic programming knowledge is assumed.
 What You Will Learn
 Set up your Rust environment to achieve the highest productivity
 Bridge the performance gap between safe and unsafe languages
 Use pattern matching to create flexible code
 Apply generics and traits to develop widely applicable code
 Organize your code in modules and crates
 Build macros to extend Rust's capabilities and reach
 Apply tasks to tackle problems concurrently in a distributed environment
 In Detail
 Rust is the new, open source, fast, and safe systems programming language for the 21st century, developed at Mozilla Research, and with a steadily growing community. It was created to solve the dilemma between high-level, slow code with minimal control over the system, and low-level, fast code with maximum system control. It is no longer necessary to learn C/C++ to develop resource intensive and low-level systems applications. This book will give you a head start to solve systems programming and application tasks with Rust. We start off with an argumentation of Rust's unique place in today's landscape of programming languages. You'll install Rust and learn how to work with its package manager Cargo. The various concepts are introduced step by step: variables, types, functions, and control structures to lay the groundwork. Then we explore more structured data such as strings, arrays, and enums, and you'll see how pattern matching works. Throughout all this, we stress the unique ways of reasoning that the Rust compiler uses to produce safe code. Next we look at Rust's specific way of error handling, and the overall

importance of traits in Rust code. The pillar of memory safety is treated in depth as we explore the various pointer kinds. Next, you'll see how macros can simplify code generation, and how to compose bigger projects with modules and crates. Finally, you'll discover how we can write safe concurrent code in Rust and interface with C programs, get a view of the Rust ecosystem, and explore the use of the standard library. Style and approach
 The book takes a pragmatic approach, showing various methods to solve systems programming tasks with Rust and develop resource intensive and low-level systems applications.

The Book Thief "O'Reilly Media, Inc."
 More than a dictionary...it's an encyclopedia and clinical reference in one. Put the practice-applicable information rehabilitation professionals need at your fingertips with Taber's® Quick Reference for Cardiology and Pulmonology. Just what you need... when you need it. Nearly 4,000 cardiology and pulmonology terms and 141 illustrations and photographs make this your all-in-one resource...in class, clinic, and practice. And, because it's drawn from the Taber's Cyclopedic Medical Dictionary's database, you can count on it for current, reliable, and comprehensive coverage. Nearly 4,000 cardiology and pulmonology terms make reference quick and easy; Complete definitions ensure you understand the language of medicine and health care; Full-color drawings illustrate the nuances of anatomy and physiology; Concise descriptions and full-color photographs of diseases and disorders provide context; Descriptions of etiology ensure you know the cause/origin of a disease/disorder; Lists of major signs and symptom alert you to what to look for or anticipate; Treatment summaries outline common approaches to care; Patient Care information describes assessment, treatment, and patient teaching for each step in the process; Caution/Safety Alerts highlight information critical to safe patient care.
The Well-Grounded Rubyist "O'Reilly Media, Inc."
 "Portable help for PowerShell scripters"--Cover.

Python Pocket Reference Apress
 For many users, working in the UNIX environment means using vi, a full-screen text editor available on most UNIX systems. Even those who know vi often make use of only a small number of its features. The vi Editor Pocket Reference is a companion volume to O'Reilly's updated sixth edition of Learning the vi Editor, a complete guide to text editing with vi. New

topics in Learning the vi Editor include multi-screen editing and coverage of four vi clones: vim, elvis, nvi, and vile. This small book is a handy reference guide to the information in the larger volume, presenting movement and editing commands, the command-line options, and other elements of the vi editor in an easy-to-use tabular format.
Indian History & Culture Quick Revision Material for UPSC & State PSC General Studies Exams Addison-Wesley Professional

It's easier to learn how to program a computer than it has ever been before. Now everyone can learn to write programs for themselves - no previous experience is necessary. Chris Pine takes a thorough, but lighthearted approach that teaches you the fundamentals of computer programming, with a minimum of fuss or bother. Whether you are interested in a new hobby or a new career, this book is your doorway into the world of programming. Computers are everywhere, and being able to program them is more important than it has ever been. But since most books on programming are written for other programmers, it can be hard to break in. At least it used to be. Chris Pine will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to write interactive programs, to use APIs to fetch live data from the internet, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. Whether you are looking for a fun new hobby or are interested in entering the tech world as a professional, this book gives you a solid foundation in programming. Chris teaches the basics, but also shows you how to think like a programmer. You'll learn through tons of examples, and through programming challenges throughout the book. When you finish, you'll know how and where to learn more - you'll be on your way. What You Need: All you need to learn how to program is a computer (Windows, macOS, or Linux) and an internet connection. Chris Pine will lead you through setting up with the software you will need to start writing programs of your own.

The Rails 3 Way "O'Reilly Media, Inc."
 It's simple: if you want to interact deeply with Mac OS X, Linux, and other Unix-like systems, you need to know how to work with the Bash shell. This concise little book puts all of the essential information about Bash right at your fingertips. You'll quickly

find answers to the annoying questions that generally come up when you're writing shell scripts: What characters do you need to quote? How do you get variable substitution to do exactly what you want? How do you use arrays? Updated for Bash version 4.4, this book has the answers to these and other problems in a format that makes browsing quick and easy. Topics include: Invoking the shell Syntax Functions and variables Arithmetic expressions Command history Programmable completion Job control Shell options Command execution Coprocesses Restricted shells Built-in commands

vi Editor Pocket Reference "O'Reilly Media, Inc."

The Rails™ 3 Way is a comprehensive resource that digs into the new features in Rails 3 and perhaps more importantly, the rationale behind them. —Yehuda Katz, Rails Core The Bible for Ruby on Rails Application Development Ruby on Rails strips complexity from the development process, enabling professional developers to focus on what matters most: delivering business value via clean and maintainable code. The Rails™ 3 Way is the only comprehensive, authoritative guide to delivering production-quality code with Rails 3. Pioneering Rails expert Obie Fernandez and a team of leading experts illuminate the entire Rails 3 API, along with the idioms, design approaches, and libraries that make developing applications with Rails so powerful. Drawing on their unsurpassed experience and track record, they address the real challenges development teams face, showing how to use Rails 3 to maximize your productivity. Using numerous detailed code examples, the author systematically covers Rails 3 key capabilities and subsystems, making this book a reference that you will turn to again and again. He presents advanced Rails programming techniques that have been proven effective in day-to-day usage on dozens of production Rails systems and offers important insights into behavior-driven development and production considerations such as scalability. Dive deep into the Rails 3 codebase and discover why Rails is designed the way it is—and how to make it do what you want it to do. This book will help you Learn what's new in Rails 3 Increase your productivity as a web application developer Realize the overall joy in programming with Rails Leverage Rails' powerful capabilities for building REST-compliant APIs Drive implementation and protect long-term maintainability using RSpec Design and manipulate your

domain layer using Active Record Understand and program complex program flows using Action Controller Master sophisticated URL routing concepts Use Ajax techniques via Rails 3 support for unobtrusive JavaScript Learn to extend Rails with popular gems and plugins, and how to write your own Extend Rails with the best third-party plug-ins and write your own Integrate email services into your applications with Action Mailer Improve application responsiveness with background processing Create your own non-Active Record domain classes using Active Model Master Rails' utility classes and extensions in Active Support [Learning Rails: Live Edition](#) Pragmatic Bookshelf

As NTA introduces Numeric Answer Questions in JEE Main, Disha launches the Questions' the 3rd latest updated edition of 'New Pattern NTA JEE Main Quick Guide in Chemistry with Numeric Answer Questions'. This study material is developed for quick revision and practice of the complete syllabus of the JEE Main Exam in a short span of 40 days. The book can prove to be the ideal material for class 12 students as they can utilise this book to revise their preparation immediately after the board exams. The book contains 27 chapters of class 11 & 12 and each Chapter contains: # JEE Main 6 Years at a Glance i.e., JEE Main (2019 - 2014) with TOPIC-WISE Analysis. # Detailed Concept Maps covers entire JEE Syllabus for speedy revision. # IMPORTANT/ CRITICAL Points of the Chapter for last minute revision. # TIPS to PROBLEM SOLVING - to help students to solve Problems in shortest possible time. # Exercise 1 CONCEPT BUILDER - A Collection of Important Topic-wise MCQs to Build Your Concepts. # Exercise 2 CONCEPT APPLICATOR - A Collection of Quality MCQs that helps sharpens your concept application ability. # Exercise 3 Numeric Answer Questions - A Collection of Quality Numeric Answer Questions as per the new pattern of JEE. # Answer Keys & Detailed Solutions of all the Exercises and Past years problems are provided at the end of the chapter. *Ruby Cookbook* Pearson Education This new edition has been primarily designed for the students of CA Intermediate (Group I) course for the subject Accountancy. It has been revised and remodelled as per the new syllabus issued by the Institute of Chartered Accountants of India. This book serves as a self-study text and provides essential guidance for understanding complex accounting principles and practices. Based on the author's proven approach ? teach yourself style, the book is replete with

numerous illustrations, exhibits and solved problems.

Sergey's Html5 & Css3 "O'Reilly Media, Inc."

In just a matter of days, you can develop powerful web applications with Rails that once took weeks or months to produce with other web frameworks. If that sounds too good to be true, it isn't. Find out for yourself with Rails: Up and Running, the concise and popular book that not only explains how Rails works, but guides you through a complete test drive. Perfect for beginning web developers, this thoroughly revised edition teaches you the basics of installing and using Rails 2.1 and the Ruby scripting language. While Rails is praised for its simplicity, there are still a few tricky steps to master along the way. Rails: Up and Running offers lots of examples and covers just about everything you need to build functional Rails applications right away. Learn how to: Create simple database-backed applications, and build dynamic user-centric web pages using Ajax and REST Exploit the Rails service frameworks to send emails and implement web services Map data to an imperfect table, traverse complex relationships, and build custom finders Use techniques to solve common database performance problems See how fast you can go on Rails, and how reliable it's become with the stability and power of version 2.1. With Rails: Up and Running, you'll discover why Rails is a remarkable new way to build database-driven web applications.

[Regular Expression Pocket Reference](#) Penguin

A guide to the syntax and semantics of regular expressions for Perl 5.8, Ruby, Java, PHP, C#, .NET, Python, JavaScript, and PCRE.

[International Books in Print](#) Disha Publications

Arduino is an open-source platform that makes DIY electronics projects easier than ever. Gone are the days when you had to learn electronics theory and arcane programming languages before you could even get an LED to blink. Now, with this new edition of the bestselling *Arduino: A Quick-Start Guide*, readers with no electronics experience can create their first gadgets quickly. This book is up-to-date for the new Arduino Zero board, with step-by-step instructions for building a universal remote, a motion-sensing game controller, and many other fun, useful projects. This Quick-Start Guide is packed with fun, useful devices to create, with step-by-step instructions and photos throughout. You'll learn how to connect your Arduino to the Internet and program both client and server applications. You'll

build projects such as your own motion-sensing game controller with a three-axis accelerometer, create a universal remote with an Arduino and a few cheap parts, build your own burglar alarm that emails you whenever someone's moving in your living room, build binary dice, and learn how to solder. In one of several new projects in this edition, you'll create your own video game console that you can connect to your TV set. This book is completely updated for the new Arduino Zero board and the latest advances in supporting software and tools for the Arduino. Sidebars throughout the book point you to exciting real-world projects using the Arduino, exercises extend your skills, and "What If It Doesn't Work" sections help you troubleshoot common problems. With this book, beginners can quickly join the worldwide community of hobbyists and professionals who use the Arduino to prototype and develop fun, useful inventions. What You Need: This is the full list of all parts you'd need for all projects in the book; some of these are provided as part of various kits that are available on the web, or you can purchase individually. Sources include adafruit.com, makershed.com, radioshack.com, sparkfun.com, and mouser.com. Please note we do not support or endorse any of these vendors, but we list them here as a convenience for you. Arduino Zero (or Uno or Duemilanove or Diecimila) board USB cable Half-size breadboard Pack of LEDs (at least 3, 10 or more is a good idea) Pack of 100 ohm, 10k ohm, and 1k ohm resistors Four pushbuttons Breadboard jumper wire / connector wire Parallax Ping))) sensor Passive Infrared sensor An infrared LED A 5V servo motor Analog Devices TMP36 temperature sensor ADXL335 accelerometer breakout board 6 pin 0.1" standard header (might be included with the ADXL335) Nintendo Nunchuk Controller Arduino Ethernet shield Arduino Proto shield and a tiny breadboard (optional but recommended) Piezo speaker/buzzer (optional) Tilt sensor (optional) A 25-30 Watts soldering iron with a tip (preferably 1/16") A soldering stand and a sponge A standard 60/40 solder (rosin-core) spool for electronics work

Philip's Quick Reference World Atlas
"O'Reilly Media, Inc."

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 *The Book of Ruby* "O'Reilly Media, Inc." HTML and CSS are the most essential and fundamental web languages, which provide the foundation for the vast majority of web sites and web applications. HTML5 is on track to become the future of the web, offering simple plug-in free Rich Internet Application capabilities, easier development, and enhanced user experience. This book is an essential technical dictionary for professional web designers and developers, conveniently summarizing over 3000 pages of (X)HTML5 and CSS3 specifications and covering the most common and fundamental concepts and specs, including tags, attributes, values, objects, properties, methods, events, and APIs. TOC at glance: Intro to HTML5 Overview9 About this book9 What is HTML?10 Major HTML versions10 HTML5 10 XHTML511 CSS311 Why use HTML5 11 HTML5 advantages11 Who this book is for12 HTML5 Branding12 The logo13 The technology class icons13 2. HTML Syntax HTML document15 Basics15 Elements and Tags. Tag nesting15 Void Elements. Attributes. Boolean attribute16 XHTML5. Polyglot HTML document17 Document Type and Structure. MIME Type18 Common MIME Types19 Document Object Model (DOM)20 Semantic Elements20 Syntax Summary. General Syntax Rules21 (X)HTML5 void tag syntax22 HTML5 elements with optional tags23 Elements by Type25 Browser Compatibility Scripting. Modernizr26 HTML5 enabling scripts - Polyfills27 3. HTML5 Elements General Definitions29 Chapter Legend & Conventions29 Summary of HTML5 Elements29 HTML5 Elements29 HTML5 Browser Compatibility 65 4. Form Elements & Globals HTML5 Forms aka Web

Forms 2.067 Input and Output elements67 HTML5 types and attributes67 HTML5 element70 Input Type/Attribute Matrix71 Global Attributes72 Summary72 Global Events74 HTML Event Handler Attributes74 Window74 Form75 Keyboard76 Mouse76 Media77 5. CSS3 CSS Basics. Anatomy of a CSS Rule79 Typical CSS property locations80 About CSS Properties80 CSS Cascading Priority81 CSS Properties82 CSS Box Model83 Background & Borders83 Box Model92 Font96 Marquee97 Text Formatting98 Color108 Multi-column layout108 Grid Positioning110 Flexible Box Layout112 Speech113 Table. Auto Numbering and Lists117 Animation and Transitions *118 Outline120 2D and 3D Transforms121 CSS3 'Transform' property functions 122 Generated Content for Paged Media123 Paged Media126 Image Values & Replaced Content128 Line129 Rubi134 Hyperlink Presentation136 Basic User Interface137 CSS Selector Types140 CSS3 Selectors141 HTML5 Selectors API Level 1 and 2 146 CSS3 Browser Compatibility Summary 147 6. HTML5 APIs What is API149 HTML5 and Related Technologies149 Semantic Web 150 Microdata150 HTML5 + RDFa152 MathML154 WAI-ARIA155 Offline & Storage156 Web Storage156 HTTP Caching and Serving158 Indexed Database API159 Web SQL database162 Device Access163 Contacts API163 Drag and Drop165 Geolocation168 Media Capture172 File API 174 Touch Events176 Real-Time Connectivity177 Web Sockets177 Web Messaging179 Web Workers181 Multimedia and Graphics183 Audio and Video183 Canvas185 Scalable Vector Graphic190 Performance & Integration193 XMLHttpRequest193 Navigation Timing194 Browser Compatibility195

Rust Essentials Addison-Wesley Professional

Since Test-Driven Infrastructure with Chef first appeared in mid-2011, infrastructure testing has begun to flourish in the web ops world. In this revised and expanded edition, author Stephen Nelson-Smith brings you up to date on this rapidly evolving discipline, including the philosophy driving it and a growing array of tools. You'll get a hands-on introduction to the Chef framework, and a recommended toolchain and workflow for developing your own test-driven production infrastructure. Several exercises and examples throughout the book help you gain experience with Chef and the entire infrastructure-testing ecosystem. Learn how this test-first approach provides increased security, code quality, and peace of mind. Explore

the underpinning philosophy that infrastructure can and should be treated as code Become familiar with the MASCOT approach to test-driven infrastructure Understand the basics of test-driven and behavior-driven development for managing change Dive into Chef fundamentals by building an infrastructure with real examples Discover how Chef works with tools such as Virtualbox and Vagrant Get a deeper understanding of Chef by learning Ruby language basics Learn the tools and workflow necessary to conduct unit, integration, and acceptance tests

sed and awk Pocket Reference Disha Publications

Ready to learn Rails? Get up to speed using the framework's latest release. In this Live Edition, Learning Rails has been updated to cover Rails 2.3.5, making it an ideal guide for Rails beginners. Unlike most Rails books, Learning Rails is for web developers, and not for programmers. Rather than begin with the inner layers of a Rails web application -- the models and controllers -- this book approaches Rails development from the outer layer: the view side of an application. You'll start from the foundations of the Web you already know, and learn how to create something visible with Rails before reaching the more difficult database models and controller code. Each chapter includes exercises and review questions so you can test your understanding as you go. Present content by building an application with a basic view and a simple controller, while learning Ruby along the way Build forms and process their results, progressing from simple to more complex Connect forms to models by setting up a database, and use Rails' Active Record to create code that maps to database structures Use Rails scaffolding to build applications from a view-centric perspective Add common web application elements such as sessions, cookies, and authentication Build applications that combine data from multiple tables Create simple but dynamic interfaces with Rails and Ajax O'Reilly Live Edition books give you access to updates to topics in

between editions of a book. A Live Edition is an electronic and print-on-demand version of the book that is updated when there is a significant change to the software or technology the book covers, keeping you on top of .X releases or major fixes.

Ruby on Rails Tutorial Sergey's HTML5 & CSS3

Applying the principles and the knowledge that you learn in this book will help you build a strong foundation in Ruby programming, enough to allow you to move on to more advanced programming. *Quick Bibliography Series* "O'Reilly Media, Inc."

For more than a decade, Ruby developers have turned to *The Ruby Way* for reliable "how-to" guidance on effective Ruby programming. Now, Hal Fulton and André Arko have thoroughly updated this classic guide to cover new language enhancements and developers' experiences through Ruby 2.1. The new edition illuminates Ruby 2.1 through 400+ examples, each answering the question: "How do I do this in Ruby?" For each example, they present both a task description and realistic technical constraints. Next, they walk step-by-step through presenting one good solution, offering detailed explanations to promote deeper understanding. Conveniently organized by topic, *The Ruby Way*, Third Edition makes it easier than ever to find the specific solution you want—and to write better code by reflecting Ruby's unique philosophy and spirit. Coverage includes Ruby 2.1 overview: terminology, philosophy, and basic principles Best practices for strings and regular expressions Efficiently internationalizing your code Performing calculations (including trigonometry, calculus, statistics, and time/date calculations) Working with "Rubyesque" objects such as symbols and ranges Using arrays, hashes, stacks, queues, trees, graphs, and other data structures Efficiently storing data with YAML, JSON, and SQLite3 Leveraging object-oriented and dynamic features, from multiple constructors to program inspection Building GUIs with Shoes 4, Ruby/Tk, Ruby/GTK3, QtRuby, and other

toolkits Improving thread performance by understanding Ruby's synchronization methods and avoiding its pitfalls Automating system administration with Ruby Data formats: JSON, XML, RSS, Atom, RMagick, PDF, and more Testing and debugging with RSpec, Minitest, Cucumber, byebug, and pry Measuring Ruby program performance Packaging and distributing code, and managing dependencies with Bundler Network programming: clients, time servers, POP, SMTP, IMAP, Open-URI Web applications: HTTP servers, Rails, Sinatra, HTML generation, and more Writing distributed Ruby software with drb Choosing modern development tools that maximize your productivity All source code for this book may be downloaded at www.rubyhacker.com. informit.com/aw informit.com/ruby rubyhacker.com/therubyway therubyway.io

Arduino: A Quick-Start Guide "O'Reilly Media, Inc."

When you need answers for programming with C# 7.0, this tightly focused reference tells you exactly what you need to know—without long introductions or bloated examples. Easy-to-browse and ideal as a quick reference, this guide will help experienced C#, Java, and C++ programmers get up to speed with the latest version of the C# language. All programs and code snippets in this book are available as interactive samples in LINQPad. You can edit these samples and instantly see the results without needing to set up projects in Visual Studio. Written by the authors of C# 7.0 in a Nutshell, this pocket reference covers C# 7.0 without skimping on detail, including: All of C#'s fundamentals Features new to C# 7.0, including tuples, pattern matching, and deconstructors Advanced topics: operator overloading, type constraints, iterators, nullable types, operator lifting, lambda expressions, and closures LINQ: sequences, lazy execution, standard query operators, and query expressions Unsafe code and pointers, custom attributes, preprocessor directives, and XML documentation

Best Sellers - Books :

- [Never Never: A Romantic Suspense Novel Of Love And Fate By Colleen Hoover](#)
- [To Kill A Mockingbird](#)
- [If He Had Been With Me By Laura Nowlin](#)
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- [Our Class Is A Family \(our Class Is A Family & Our School Is A Family\)](#)
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- [Icebreaker: A Novel \(the Maple Hills Series\)](#)
- [The Alchemist, 25th Anniversary: A Fable About Following Your Dream By Paulo Coelho](#)

- [To Kill A Mockingbird By Harper Lee](#)