The Ruby Masterclass

Contents:

SECTION 1: Getting Started

- 1. Introduction to Ruby
- About Dynamically Typed Nature
- About Interpreted Nature
- Pure Object Oriented Nature
- Comparison with C
- A bit about Ruby vs. Perl vs. Python vs. C++ and their similarities.
- Philosophy.
- introducing ruby-lang.org.
- 2. Installation of the latest version of Ruby on GNU/Linux, Windows and Android:
- Arch / Arch Based systems, Fedora / CentOS / OpenSUSE systems, Debian / Debian based systems.
- Installation of Ruby on Windows based systems with Devkit.
- Running Ruby on Android with Termux.

SECTION 2: Introduction to Standard Output and Interactive Ruby (REPL)

- 1. Printing A simple 'Hello World' to the standard output with `puts` method.
- 2. Introducing the `p` method.
- 3. Introducing the `print` and `printf` and `sprintf` method in short.
- 4. Introduction to basic loops: times and while loop.

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- 1. Customizing the editor.
- 2. Installing atom runner.
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- 3. Intro to variables:
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- 4. Intro to constants.
- 5. Intro to object methods.
- 6. Intro to the `methods` method.
- 7. Intro to the `class` method.
- 8. Intro to single line comments.
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- 10. Intro to String objects.
- 11. Intro to the gets method.
- 12. Intro to method chaining.
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- 1. Intro to Integer class and Float class.
- 2. +, -, * , /, % and other methods of Integer class.
- 3. `next` / `succ` methods.
- 4. `odd?`, `even?` methods.
- 5. Integer / Float to String, String to Integer / Float conversion.
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- 7. The nil? method on objects.
- 8. The is_a? Method.
- 9. The Spaceship Operator (<=>)
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[We will be using String and Integer / Float class for demonstration.]

- 1. Equality Operator (==)
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- 9. Extract character(s) from string using Bracket Syntax []
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- 4. Parameters and Arguments.
- 5. Default Return Values.

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- 3. Reviewing truthiness and falsiness.
- 4. Intro to if, elsif, and nested if conditions.
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- 7. min_by, max_by, minmax_by methods
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- 6. The clear method.
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