

# The Ruby Masterclass

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### **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.
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1. Customizing the editor.
2. Installing atom runner.
3. Using Atom runner and atom for convenience.

### **SECTION 4: Familiarize Yourself with Ruby**

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  - local variables
  - global variables.
3. Intro to constants.
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  - the ``class`` method.
  - Intro to method chaining.
  - Intro to syntactical sugar / syntactic shorthand.
5. Intro to comments:
  - Intro to single line comments.
  - Intro to multi-line comments.
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7. Intro to the gets method.
8. Intro to the tap method on objects.
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## **SECTION 5: Basic Arithmetic I**

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5. Integer / Float to String, String to Integer / Float conversion.
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## **SECTION 6: Boolean**

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  - concat method.
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- Efficient practices.

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11. Extract character(s) from string using Bracket Syntax [].
12. Intro to mutation of string objects.
13. The clear and replace methods.
14. The slice method with various arguments.
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16. Intro to chomp, chop, strip, lstrip, rstrip and their complementary bang methods.
17. Intro to index, rindex methods.
18. Intro to squeeze, squeeze! Methods.
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## **SECTION 8: Methods I**

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- 3. min, max, minmax methods.
- 4. min\_by, max\_by, minmax\_by methods.
- 5. The include? method.
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- 7. The Kernel.rand / rand method.
- 8. The exclude\_end? method.
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17. The first, and last methods.
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5. The inject / reduce methods.
6. The clone and dup methods.
7. The flatten method.
8. The clear method.
9. The permutation and combination methods.
10. The select!, reject, reject!, drop, drop\_while Methods.
11. the find, any?, all? Methods.
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13. The shuffle, shuffle! Methods.
14. The sample method.
15. The rotate method.
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