Pragmatic Studio: Ruby Programming

Modules

Day 1:
1. Intro

Day 2
2. Running Rb
3. Numbers & Strings
4. Variables & Objects
5. Self
6. Methods
7. Classes
8. Attributes
9. Arrays
10. Objects interacting
11. Separate source files
12. Unit testing
13. Conditionals & TDD

Day 3
14. Modules
15. Blocks
16. Symbols & Structs
17. Hashes
18. Custom Iterators
19. Input / Output
20. Inheritance
21. Mixins
22. Distribution
23. Wrapping up.

1.1. Intro to the Course

yellow highlight for sections

+ Set the expectations
  + build a Rb app, from start to finish
  + Rb: OO programming language
    + Classes, objects, methods, etc
  + Understand what makes Rb different
    + discuss techniques
    + design principles
+ How is this course taught?
  + module w/ specific objective: video + exercise
  + Listen, watch, practice writing Rb code

1.2 Intro to the Game

+ Where is this Project heading?
  + text-based Game
    - Player: name, health
    - Roll a die: the player's health changes.
    - Find treasures to collect points
    - Test using RSpec
    - Game statistics
    - Package as a gem for distribution
  + a Playlist of Movies

unique player types

A loaded die

Who wins?

green highlight for concepts

2. Running Ruby

- in irb
- in script files (*.rb)

- assign the first variable : greeting
- call the first method : upcase
- use the first class : Time
- write the first loop : 3.times

pink highlight for terminology jargon

Daily Plan : Online Ruby Course in ~~2~~ 3 Days

- the Key to learning anything new
  - consistent, deliberate practice
  - having an actual plan to follow can help.

Next: add the first player to the game.

VS Code extensions + deps

debugger?

1. Ruby — formet, lint, etc
   - RuboCop
   - Reek
2. Solargraph — code completion, inline docs, etc.
3. endwise
4. Code Runner

extend support for Elixir?

Dive Deeper: Programming Ruby (aka Pickaxe)
Chapter 18