

Pragmatic Studio: Ruby Programming

1. Intro
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
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

unique player
types

A loaded die

Who
wins?

• Player: name, health

• Roll a die: the player's health changes.

• Find treasures to collect points

• Test using RSpec

green highlight
for concepts

• Game statistics

• Package as a gem for distribution

+ a Playlist of Movies