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Learning Style: On Demand

Technology:

Difficulty: Beginner

Course Duration: 5 Hours

Ruby Fundamentals



About this course:

The course of programming language, Ruby Fundamentals that gives hands-on understanding to the applicants on the key parts of the Ruby programming language. The course gives a hands-on programming environment, lab-intensive, and encourages the applicants to find out object-oriented parts of Ruby and best practices for creating strong applications with Ruby.

This fundamental course gives an extraordinary learning experience to amateur software engineers to comprehend the nuts and bolts of Ruby programming language. The course empowers the understudies to compose a basic code in Ruby and build up the ideas that at last assistance in making true applications utilizing Ruby programming language.

Course Objective:

- Knowledge of modules
- Comprehend and execute hashes, arrays, and regular expressions
- Become familiar with the syntax of Ruby programming language
- Learn exemptions and IO.
- Create and execute network programming
- Explain Common Gateway Interface (CGI).

Audience:

- QA engineers
- Developers of Ruby on Rails.
- People experienced with other programming dialects, for example, Perf, C++, and Java.

Prerequisite:

The understudies ought to have the capabilities of comprehending and exhibit object-arranged programming with Java 7 SE and Java 8. The course requires the understudies to have sound information on working with Java.

Course Outline:

Chapter 01 - Getting Started

- **Topic A: History and Installation - Part 1**
- History and Installation - Part 2
- History and Installation - Part 3
- **Topic B: Conventions and Best Practices - Part 1**
- Conventions and Best Practices - Part 2
- Conventions and Best Practices - Part 3

Chapter 02 - Classes and Methods

- **Topic A: Classes - Part 1**
- Classes - Part 2
- Classes - Part 3
- **Topic B: Methods - Part 1**
- Methods - Part 2
- Methods - Part 3
- **Topic C: Object Oriented Programming - Part 1**
- Object Oriented Programming - Part 2

- Object Oriented Programming - Part 3

Chapter 03 - Variables and Data Structures

- **Topic A: Variables - Part 1**
- Variables - Part 2
- Variables - Part 3
- **Topic B: Arrays and Structs - Part 1**
- Arrays and Structs - Part 2
- Arrays and Structs - Part 3
- **Topic C: Hashes - Part 1**
- Hashes - Part 2
- Hashes - Part 3

Chapter 04 - Loops and Enumerable Methods

- **Topic A: Loops - Part 1**
- Loops - Part 2
- Loops - Part 3
- **Topic B: Map, Inject, and Permutation - Part 1**
- Map, Inject, and Permutation - Part 2
- Map, Inject, and Permutation - Part 3

Chapter 05 - Finishing Touches

- **Topic A: File Operations - Part 1**
- File Operations - Part 2
- File Operations - Part 3
- **Topic B: Input and Output - Part 1**
- Input and Output - Part 2
- Input and Output - Part 3
- **Topic C: RubyGems - Part 1**
- RubyGems - Part 2
- RubyGems - Part 3

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