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MacRuby is an ideal choice. This in-depth guide shows you how Apple's implementation of Ruby gives you access to all the features available to Objective-C programmers. You'll get clear, detailed explanations of MacRuby, including quick programming techniques such as prototyping.

MacRuby: The Definitive Guide [Book] - O'Reilly Media
What Is MacRuby? MacRuby is an implementation of Ruby 1.9 directly on top of Mac OS X core technologies such as the Objective-C runtime and garbage collector, the LLVM compiler infrastructure and the Foundation and ICU frameworks. It is the goal of MacRuby to enable the creation of full-fledged Mac OS X applications which do not sacrifice performance in order to enjoy the benefits of using Ruby.

MacRuby
In C Ruby, the default Ruby implementation, use the gem command-line tool to install gems on your system. In MacRuby, the gem command line is prefixed to avoid conflicting with the C Ruby command. Very much like irb is available as macirb , gem for MacRuby is available as macgem.

MacRuby: The Definitive Guide - O'Reilly Media

MacRuby is an ideal choice. This in-depth guide shows you how Apple's implementation of Ruby gives you access to all the features available to Objective-C programmers. You'll get clear, detailed explanations of MacRuby, including quick programming techniques such as prototyping.

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MacRuby: The Definitive Guide: Ruby and Cocoa on OS X Matt Aimonetti. Want to build native Mac OS X applications with a sleek, developer-friendly alternative to Objective-C? MacRuby is an ideal choice. This in-depth guide shows you how Apple's implementation of Ruby gives you access to all the features available to Objective-C programmers.

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MacRuby: The Definitive Guide by Matt Aimonetti. Publisher: O'Reilly Media 2010. Description: MacRuby is Apple's implementation of the Ruby programming Language which uses the well known and proven Objective-C runtime. This book is an introduction to MacRuby. Topics covered: Introduction, The Cocoa Environment, Foundation, Application Kit, Core ...

Want to build native Mac OS X applications with a sleek, developer-friendly alternative to Objective-C? MacRuby is an ideal choice. This in-depth guide shows you how Apple's implementation of Ruby gives you access to all the features available to Objective-C programmers. You'll get clear, detailed explanations of MacRuby, including quick programming techniques such as prototyping. Perfect for programmers at any level, this book is packed with code samples and complete project examples. If you use Ruby, you can tap your skills to take advantage of Interface Builder, Cocoa libraries, the Objective-C runtime, and more. If you're a Cocoa developer, you'll learn how to improve your productivity with MacRuby. Get up to speed on MacRuby basics, including classes and methods Learn how to use MacRuby with Apple's Xcode developer suite Delve into the primitive object classes and data types in Foundation Kit Build event-driven user interfaces with the AppKit framework Handle relational object persistence with the Core Data framework Use advanced MacRuby

techniques, including concurrency and sandboxing Get examples for applications using Twitter and a location web service Embed MacRuby into existing Objective-C applications

Computer programming can be intimidating for anyone, particularly a beginner. Making that task a bit easier is Ruby, an open-source programming language that is becoming increasingly popular among middle school and high school students. Readers are introduced to the many facets of Ruby, including the language's history, the basics of operation, and implementation of the system's application framework, Ruby on Rails. Discussions of less than optimal aspects of the system and user concerns ensure that the coverage is well-rounded. The accessible text is as easy to understand as Ruby itself. Get to know Ruby!

"An under-the-hood look at how the Ruby programming language runs code. Extensively illustrated with complete explanations and hands-on experiments. Covers Ruby 2.x"--

Mac users everywhere--even those who know nothing about programming--are discovering the value of the latest version of AppleScript, Apple's vastly improved scripting language for Mac OS X Tiger. And with this new edition of the top-selling AppleScript: The Definitive Guide, anyone, regardless of your level of experience, can learn to use AppleScript to make your Mac time more efficient and more enjoyable by automating repetitive tasks, customizing applications, and even controlling complex workflows. Fully revised and updated--and with more and better examples than ever--AppleScript: The Definitive Guide, 2nd Edition explores AppleScript 1.10 from the ground up. You will learn how AppleScript works and how to use it in a variety of contexts: in everyday scripts to process automation, in CGI scripts for developing applications in Cocoa, or in combination with other scripting languages like Perl and Ruby. AppleScript has shipped with every Mac since System 7 in 1991, and its ease of use and English-friendly dialect are highly appealing to most Mac fans. Novices, developers, and everyone in between who wants to know how, where, and why to use AppleScript will find AppleScript: The Definitive Guide, 2nd Edition to be the most complete source on the subject available. It's as perfect for beginners who want to write their first script as it is for experienced users who need a definitive reference close at hand. AppleScript: The Definitive Guide, 2nd Edition begins with a relevant and useful AppleScript overview and then gets quickly to the language itself; when you have a good handle on that, you get to see AppleScript in action, and learn how to put it into action for you. An entirely new chapter shows developers how to make your Mac applications scriptable, and how to give them that Mac OS X look and feel with AppleScript Studio. Thorough appendixes deliver additional tools and resources you won't find anywhere else. Reviewed and approved by Apple, this indispensable guide carries the ADC (Apple Developer Connection) logo.

Written for developers, The WordPress Anthology will take you beyond the basics to give you a thorough overview of the WordPress universe. With a cookbook-style approach, you can pick and choose what you need from each chapter to suit your projects. Gain a comprehensive overview of installing, customizing and getting the most out of the web's most versatile content management system Dive into the inner mechanics of WordPress and make the code work the way you want Explore the world of plugins, themes and APIs to add extra functionality Adopt Multisite capabilities to host and manage your own centralized network of WordPress websites Learn how to launch your application on a global scale with localization techniques and marketing tips

Finally, you can learn computation theory and programming language design in an engaging, practical way. Understanding Computation explains theoretical computer science in a context you'll recognize, helping you appreciate why these ideas matter and how they can inform your day-to-day programming. Rather than use mathematical notation or an unfamiliar academic programming language like Haskell or Lisp, this book uses Ruby in a reductionist manner to present formal semantics, automata theory, and functional programming with the lambda calculus. It's ideal for programmers versed in modern languages, with little or no formal training in computer science. Understand fundamental computing concepts, such as Turing completeness in languages Discover how programs use dynamic semantics to communicate ideas to machines Explore what a computer can do when reduced to its bare essentials Learn how universal Turing machines led to today's general-purpose computers Perform complex calculations, using simple languages and cellular automata Determine which programming language features are essential for computation Examine how halting and self-referencing make some computing problems unsolvable Analyze programs by using abstract interpretation and type systems

Kerbal Space Program (KSP) is a critically acclaimed, bestselling space flight simulator game. It's making waves everywhere from mainstream media to the actual space flight industry, but it has a bit of a learning curve. In this book, five KSP nerds—including an astrophysicist—teach you everything you need to know to get a nation of tiny green people into space. KSP is incredibly realistic. When running your space program, you'll have to consider delta-V budgets, orbital mechanics, Hohmann transfers, and more. This book is perfect for video game players, simulation game players, Minecrafters, and amateur astronomers. Design, launch, and fly interplanetary rockets Capture an asteroid and fly it into a parking orbit Travel to distant planets and

plant a flag Build a moon rover, and jump off a crater ridge Rescue a crew-mate trapped in deep space

Printed in full color. For this new edition of the best-selling Learn to Program, Chris Pine has taken a good thing and made it even better. First, he used the feedback from hundreds of reader e-mails to update the content and make it even clearer. Second, he updated the examples in the book to use the latest stable version of Ruby, and also to use code that looks more like real-world Ruby code, so that people who have just learned to program will be more familiar with common Ruby techniques. Not only does the Second Edition now include answers to all of the exercises, it includes them twice. First you'll find the "how you could do it" answers, using the techniques you've learned up to that point in the book. Next you'll see "how Chris Pine would do it": answers using more advanced Ruby techniques, to whet your appetite as well as providing sort of a "Rosetta Stone" for more elegant solutions. Computers are everywhere, on every desk, in your iPod, cell phone, and PDA. To live well in the 21st century, you need to know how to make computers do things. And to really make computers do what you want, you have to learn to program. Fortunately, that's easier now than ever before. Chris Pine's book will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to advance to fully structured, real programs. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. It's now easier to learn to write your own computer software than it has ever been before. Now everyone can learn to write programs for themselves---no previous experience is necessary. Chris takes a thorough, but light-hearted approach that teaches you how to program with a minimum of fuss or bother. Printed in full color.

Over 200 iconic products that are among the best and most influential in the beauty world – past, present and future. 'Sali Hughes has created a universe filled with galaxies of beauty secrets' Charlotte Tilbury

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