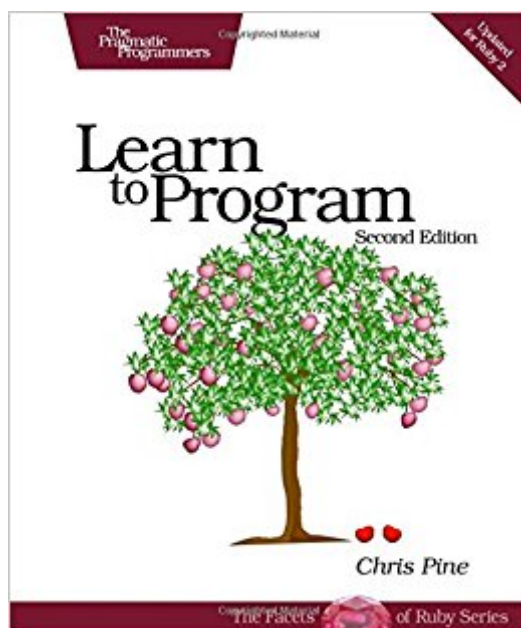The book was found

Learn To Program, Second Edition (The Facets Of Ruby Series)

Synopsis

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.

Book Information

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Customer Reviews

View larger   What Is Programming?   Programming is telling your computer how to do something. Large tasks must be broken up into smaller tasks, which must be broken up into still smaller tasks, down until you get to the most basic tasks that you donÃƒÂ¢Ã Â¬Ã â„¢t have to describeÃƒÂ¢Ã Â¬Ã â •the tasks your computer already knows how to do. YouÃƒÂ¢Ã Â¬Ã â„¢ll learn first about those basic things your computer can do (a few of them) and then find some simple tasks that can be broken down into a few of these basic things. Your first program will be so easy that it wonÃƒÂ¢Ã Â¬Ã â„¢t even take you a minute.

"Thanks for Ã¢â Â¬Å"Learn to ProgramÃ¢â Â¬Â•. My 10 year old son picked it up tonight, opened up my old MBP, and just started going at it. ItÃ¢â Â¬â„¢s fun to see him so excited about something that I love and am lucky enough to make a living at. Though my son is in our schoolÃ¢â Â¬â„¢s gifted and talented program, they have not yet delved into computers in much detail. Ã¢â Â¬Å"Learn to ProgramÃ¢â Â¬Â• is turning out to be a fun way to share my excitement about programming with him."Ã¢â Â¬â •Scott Meade

Chris Pine first discovered the programming language Ruby in early 2001 and immediately began using it to build tools for his day job: programming computer games. After hours, he volunteered with gifted children teaching them advanced mathematics. With Ruby, he began to teach his students programming as well. Once he saw how easily his students learned advanced programming concepts in this environment, he decided to expand his teaching materials into a book. Chris enjoys board games and juggling, and lives with his darling wife and two darling children in darling Oslo, Norway. He is very happy.

To start out with, I have tried to learn programming before, but it never really stuck. Mostly I looked up tutorials on Youtube and poked around in forums, but it all seemed so confusing and insurmountable. I am absolutely not a math person, so I thought programming would always be beyond my reach. However, my little nerd dream of making video games took root, and so I bought this book.Two weeks later, I made my first video game. Yes, it's a piece of crap, but it's just the

beginning. This book teaches you from square one, in a way that is very approachable and friendly (and includes a ton of nerdy references to everything from video games to Buffy). So if you have never tried programming before, this is a great book to start out with.A note that a lot of reviewers bring up is about the learning curve of the book. Yes, the later chapters cover some advanced stuff, and it can really throw you for a loop. However, you don't NEED to understand everything all at once. Having trouble understanding recursion? Just skip that section. You can come back to it later as you need it. The great thing about this book is that it is both a guide and a reference. Once you get the basics, if something seems overwhelming or unimportant, you can skip it and come back to when you need it. I would definitely recommend this book to people interested in learning to program.And for anyone interested, you can check out a copy of the simple game I made using this book. This is a good example of the kind of stuff you will be able to do after just about 7-12 hours with the book. (Note: you will need ruby installed on your computer for it to work)[...]

Like some of the other review/comments have said. It was great until Chapter 9. Then all of a sudden he started introducing syntax without explanation and expecting the reader to know concepts that hadn't really been introduced and even the math he was using wasn't exactly "introductory" for someone who hasn't done more than simple arithmetic in ... a long time :D I skimmed Chapter 10 which was also doing the same thing so I put the book down.I find it particularly annoying when someone that has a lot of knowledge on a given subject is writing a technical book meant to teach a novice and doesn't have a novice proof it for them. Not only that, "here's something new, but you don't need to know that until Chapter 12" doesn't help matters either. If I don't need to know it until then, don't introduce it to me until then. Not in Chapter 6.I'm giving it only 2 stars simply because it's very short on details, content and I flat out didn't get to finish it it was so bad.

Glad to see I'm not the only one. Just as others have stated, this book was easy to follow until chapter 8 of so. The concepts introduced aren't really that much harder to understand, the problem is with the exercises at the end of each chapter (they get significantly more difficult). Once I got about half way through the book the exercises at the end of the chapter got much harder to figure out on my own.Each exercise has two solutions, "How You Could Do It" and "How I Would Do It". The latter is how the author would solve the problem. The problem is that his solutions use concepts not yet introduced in the book and he doesn't explain them. Even if it said something like "see page X for more info", that would be more helpful. I wish there was an explainer on why he would do it the

way he does or what he is even doing.Overall it seems like a good book. But as a beginner trying to learn Ruby, it was pretty difficult without a lot of online help.

This is an effective manual for a very specific audience. If you are 100'% new to programming (e.g. you do not know the difference between = and ==), then this is a great introduction to the basics and will serve as your gateway to Ruby. This would make a good pairing with a few courses on Codecademy and could even work for non-CS major introductory courses in certain colleges. The books is humorous, easy to read and presents classic examples.If you are already familiar with programming and you are looking for a an introduction to Ruby, look elsewhere.-Ryan Mease

Chris Pine is hilarious, so glad I bought this book. He really makes what could otherwise be a very boring technical subject lots of fun and I look forward to reading these chapters, currently on chapter 6. It was recommended by Dev Bootcamp, where I'm a student, and apparently some of their Phase 0 curriculum was based off of it. Also, the chapters are pretty short, usually just a few pages, so it's pretty easy to digest the content in manageable chunks.

what a great book. easy to read, easy to digest, but he steers you in so many challenging directions. this helped me connect dots on concepts that i've been struggling to truly *get* for years. for reference, i have five years of programming experience (using self-teaching tools like Codecademy and reading other books). i've studied several different computer languages, and this is by far the best beginner programming book i've read. i'm so excited to have found such a great resource. highly recommended to anyone who wants a better grasp of the structure of Ruby and/or an uncomplicated way to learn and understand the core concepts of a computer language.

I am leaving a 1 star review because in my opinion the book is worthless. Like the other reviewers have said it ramps up in difficulty without properly teaching around chapter 8 and by chapter 10 is impassable.1 star because it is just sitting on my shelf and does me no good.As an brand new beginner to Ruby this book was recommended to me online. I would definitely would not recommend.

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