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No Starch Releases **Ruby by Example: Concepts and Code**

May 17, 2007, San Francisco—There may be no better way to learn how to program than by dissecting real code. **Ruby by Example** (June 2007, <http://www.nostarch.com/ruby.htm>), the latest from geek publisher No Starch Press, does just that. Author Kevin Baird analyzes a series of Ruby scripts, discusses how they work, explains the concepts each illustrates, and shows how to modify the code to suit readers' needs.

Baird's examples demonstrate key features of the Ruby language (such as inheritance, encapsulation, higher-order functions, and recursion), while simultaneously solving difficult problems (such as validating XML, creating a bilingual program, and creating command-line interfaces). Each chapter builds upon the previous one, and key concepts are highlighted in the book's margins to make it easier to navigate the book as it unfolds and reference it later.

Readers learn how to:

- Extend Ruby using RubyGems, the Ruby package manager
- Create numerical utilities, and utilities that process and analyze HTML/XML
- Use the interactive Ruby shell (irb) to learn key features of the language
- Implement purely functional and metaprogramming techniques to save time
- Optimize, profile, and test their code to make sure that it not only does its job, but does it well
- Create web applications using Rails

Ruby is the fastest growing programming language today, and for good reason: Its elegant syntax and readable code make for prolific and happy programmers. But it can be difficult to understand and implement without a little help.

Ruby by Example shows its readers how to take advantage of Ruby as they explore Ruby's fundamental concepts in action.

Ruby by Example: Concepts and Code

June 2007, 326 pp., ISBN 978-1593271480, US\$34.95

Available at fine bookstores everywhere, from www.oreilly.com/nostarch, or directly from No Starch Press (www.nostarch.com, orders@nostarch.com, 800.420.7240).

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