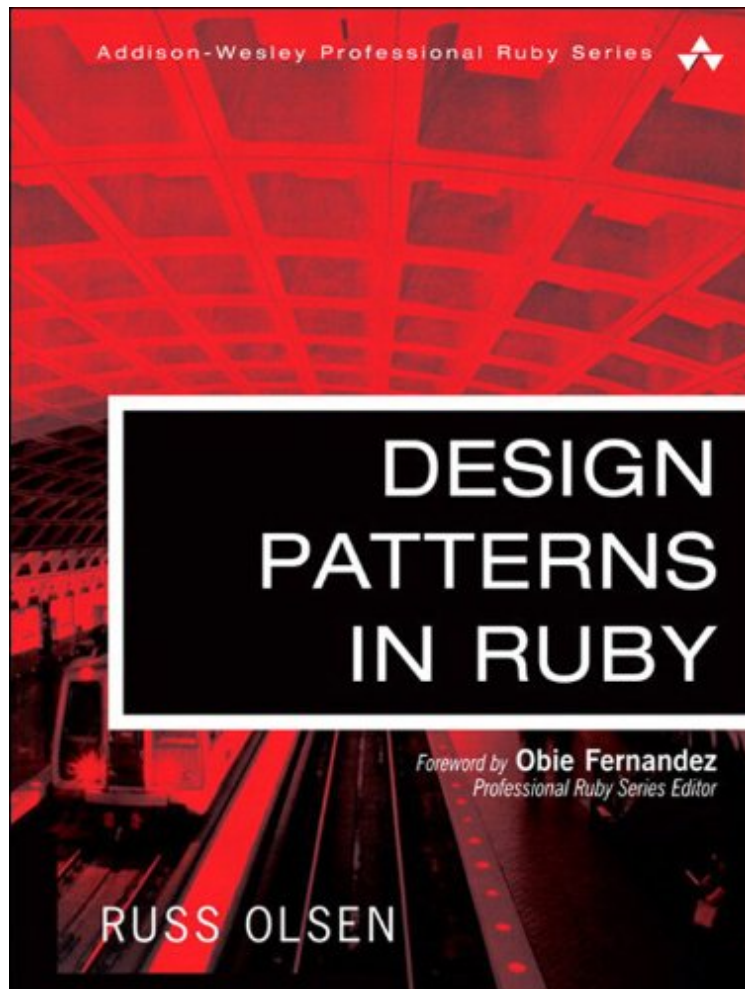


[Download] Design Patterns in Ruby (Addison-Wesley Professional Ruby Series)

## Design Patterns in Ruby (Addison-Wesley Professional Ruby Series)

Von Russ Olsen

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**Von Russ Olsen : Design Patterns in Ruby (Addison-Wesley Professional Ruby Series)** before purchasing it in order to gage whether or not it would be worth my time, and all praised Design Patterns in Ruby (Addison-Wesley Professional Ruby Series):

KundenrezensionenHilfreichste Kundenrezensionen13 von 13 Kunden fanden die folgende Rezension hilfreich. Ein angenehm anderes Pattern-BuchVon Oliver HaagIch habe mir lange berlegt, ob ich das Buch, Design Patterns in Ruby, kaufen sollte. Schlielich bin ich Pattern-vorgebildet und ob ich ein Muster nun in C++, Java oder in Ruby implementiere, wo soll da der Unterschied sein. Das sind doch alles objektorientierte Sprachen.Aber so ist es nicht. Wer dieses Buch liest, merkt schnell: Ruby ist erfrischend anders. Manche Muster sind schon in der Programmiersprache eingebaut, manche in der Standard-Bibliothek. Und fr viele gibt es neben der java-artigen Implementierung noch eine zweite, die viel krzter und eleganter ist. Beipielsweise durch den Method-missing-

Mechnismus von Ruby. Diese Art der Ruby Programmierung war neu fr mich und so habe ich viel ber Ruby gelernt. Man kann sagen, fr mich war das Buch eine echter "Eye-Opener". Und den Schreibstil mag ich auch. Allerdings nutzen sich die anfangs witzigen Einfhrungen schnell ab. Deswegen gebe ich 5 Sterne fr den Inhalt und vier fr die Form. Und da mir der Inhalt wichtiger ist, insgesamt 5.3 von 3 Kunden fanden die folgende Rezension hilfreich. Sehr gutes Patternbuch und tiefergehender Einblick in Ruby Von B.G. Nach einer kurzen Einfuehrung der Ruby-Basics geht es direkt los mit den Pattern: Allgemeine Problemstellung des Pattern, erlaeuterung des Loesungsvorschlags der gang-of-four, Umsetzung in Ruby und abschliessend ein Blick ueber den Tellerrand. Gespickt mit passenden Codebeispielen ergibt sich so ein sehr guter Einblick in jedes Pattern und ein ebenso tiefer in die Sprache selber. Eindeutige Empfehlung!!

Kurzbeschreibung Praise for Design Patterns in Ruby " Design Patterns in Ruby documents smart ways to resolve many problems that Ruby developers commonly encounter. Russ Olsen has done a great job of selecting classic patterns and augmenting these with newer patterns that have special relevance for Ruby. He clearly explains each idea, making a wealth of experience available to Ruby developers for their own daily work." Steve Metsker, Managing Consultant with Dominion Digital, Inc. "This book provides a great demonstration of the key 'Gang of Four' design patterns without resorting to overly technical explanations. Written in a precise, yet almost informal style, this book covers enough ground that even those without prior exposure to design patterns will soon feel confident applying them using Ruby. Olsen has done a great job to make a book about a classically 'dry' subject into such an engaging and even occasionally humorous read." Peter Cooper "This book renewed my interest in understanding patterns after a decade of good intentions. Russ picked the most useful patterns for Ruby and introduced them in a straightforward and logical manner, going beyond the GoF's patterns. This book has improved my use of Ruby, and encouraged me to blow off the dust covering the GoF book." Mike Stok " Design Patterns in Ruby is a great way for programmers from statically typed objectoriented languages to learn how design patterns appear in a more dynamic, flexible language like Ruby." Rob Sanheim, Ruby Ninja, Relevance Most design pattern books are based on C++ and Java. But Ruby is different and the language's unique qualities make design patterns easier to implement and use. In this book, Russ Olsen demonstrates how to combine Ruby's power and elegance with patterns, and write more sophisticated, effective software with far fewer lines of code. After reviewing the history, concepts, and goals of design patterns, Olsen offers a quick tour of the Ruby language enough to allow any experienced software developer to immediately utilize patterns with Ruby. The book especially calls attention to Ruby features that simplify the use of patterns, including dynamic typing, code closures, and "mixins" for easier code reuse. Fourteen of the classic "Gang of Four" patterns are considered from the Ruby point of view, explaining what problems each pattern solves, discussing whether traditional implementations make sense in the Ruby environment, and introducing Ruby-specific improvements. You'll discover opportunities to implement patterns in just one or two lines of code, instead of the endlessly repeated boilerplate that conventional languages often require. Design Patterns in Ruby also identifies innovative new patterns that have emerged from the Ruby community. These include ways to create custom objects with metaprogramming, as well as the ambitious Rails-based "Convention Over Configuration" pattern, designed to help integrate entire applications and frameworks. Engaging, practical, and accessible, Design Patterns in Ruby will help you build better software while making your Ruby programming experience more rewarding. Kurzbeschreibung Praise for Design Patterns in Ruby " Design Patterns in Ruby documents smart ways to resolve many problems that Ruby developers commonly encounter. Russ Olsen has done a great job of selecting classic patterns and augmenting these with newer patterns that have special relevance for Ruby. He clearly explains each idea, making a wealth of experience available to Ruby developers for their own daily work." Steve Metsker, Managing Consultant with Dominion Digital, Inc. "This book provides a great demonstration of the key 'Gang of Four' design patterns without resorting to overly technical explanations. 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