

Intro to Ruby Programming

GoSkills online course syllabus

Skill level

Beginner

Lessons

41

Accredited by

CPD

Pre-requisites

No prior experience needed

Video duration

2h 39m

Estimated study time

4h 43m

Instructor

John Elder

Introduction

1

Course Introduction

What to expect from this course.

2

Install Sublime and Git Bash

How to install Sublime Text and Git Bash Terminal for your development environment.

3

Install Ruby

Installing Ruby is easy with RubyInstaller.org

4

Hello World and c9 Transition

In this lesson we'll create our first Ruby program!

Ruby Programming Basics

5

Comments and Errors

How to comment code and deal with errors.

6

Arithmetic Operators

How to do basic math with Ruby.

7

Floats and Integers

Understanding the difference between floats and integers and when to use each.

8 **Comparison Operators**
How to compare two or more items with Ruby.

9 **Variables**
Storing information in variables is easy!

10 **Assignment Operators**
How to assign items to variables (and other things).

11 **Getting User Input with Gets**
Allowing the user to interact with your program.

12 **Conditional Statements**
How to use if/else/elsif statements in Ruby.

13 **Multiple Conditional Comparison Operators**
Sometimes you need to compare more than two things, here's how.

14 **String Manipulation**
Modifying a string is simple with these string manipulation tips.

Intermediate Ruby Concepts

15 **Arrays**
What are arrays and how do we create and use them?

16 **Multi-Dimensional Arrays**
An array of other arrays is multi-dimensional.

17 **While Loops**
Using while loops in Ruby.

18 **Until Loops**
Looping until a condition is met using until loops.

19 For and Each Loops
Understanding for and each loops, and when to use them.

20 FizzBuzz!
Fizzbuzz! is a popular interview question/quiz. Let's build it!

21 Hashes
What is a hash, and how do you create and use it?

22 Hash Manipulation
Adding and removing items from a hash.

23 Methods
Understanding methods in Ruby.

24 Methods Part 2
More on methods...

25 Random Numbers
How to generate random numbers with Ruby.

Advanced Ruby Concepts

26 Classes
What is a class and how do we use them?

27 Classes Part 2
More on classes and how to use them.

28 Instance Variables
What is an instance variable and how is it different from a regular variable?

29 Class Getters
What is a getter and how do we use it?

- 30 Class Setters**
How to create a class setter and why you should.
- 31 Understanding Attr_accessor**
Let Ruby create your getters and setters automatically with attr_accessor.
- 32 Class Inheritance**
Inheriting information from other classes.
- 33 Opening a File**
How to open another file in your Ruby file.
- 34 Open a File into an Array**
We'll learn to output the contents of a file into an array.
- 35 Open File Modes**
There are several "modes" for opening files. Learn them all here.
- 36 Write to a File**
We'll learn to write and append data to a file.
- 37 Adding Third-party Functionality with Gems**
How to install and use a third-party gem in your program.

Fun with Ruby - Build a Math Flashcard Game!

- 38 Building a Flashcard Game**
Let's use what we've learned to build a math flashcard game!
- 39 Flashcard Addition Method**
How to handle the addition flashcards.
- 40 Flashcard Subtraction, Multiplication, Division Methods**
How to handle subtraction, multiplication and division flashcards.

41

Creating a Menu

Allow the user to choose which type of flashcard game to play with a menu.

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