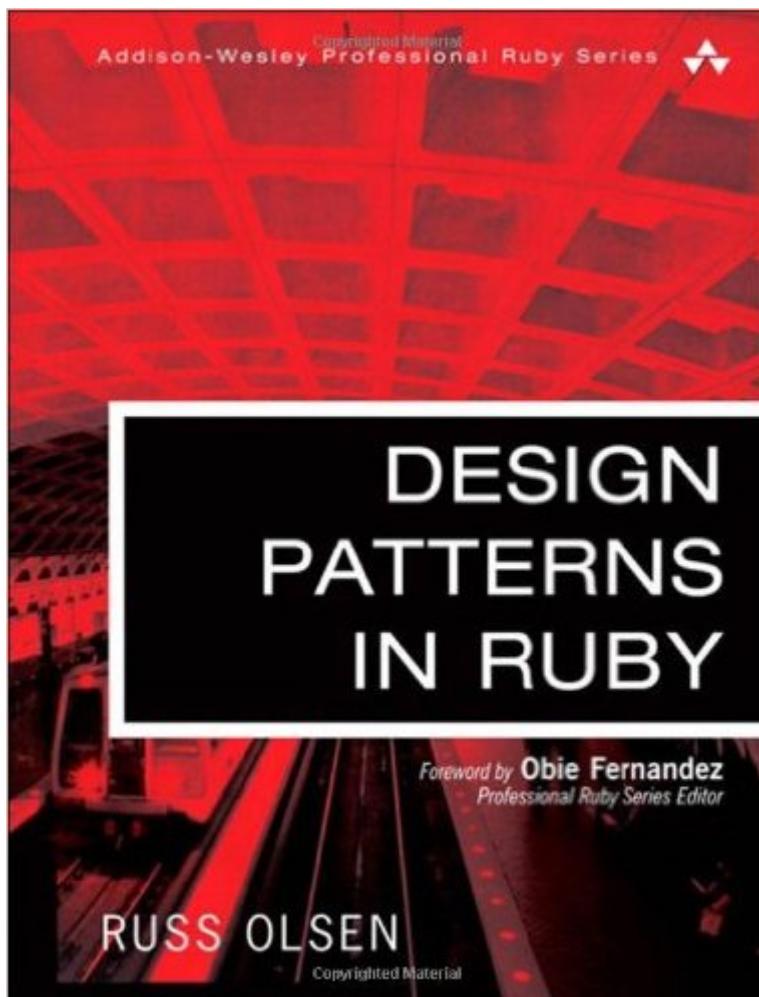


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# Design Patterns In Ruby



## Synopsis

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." â "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." â "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." â "Mike Stok " *Design Patterns in Ruby* is a great way for programmers from statically typed object-oriented languages to learn how design patterns appear in a more dynamic, flexible language like Ruby." â "Rob Sanheim, Ruby Ninja, Relevance Most design pattern books are based on C++ and Java. But Ruby is differentâ "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 languageâ "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.

## Book Information

Hardcover: 384 pages

Publisher: Addison-Wesley Professional; 1 edition (December 20, 2007)

Language: English

ISBN-10: 0321490452

ISBN-13: 978-0321490452

Product Dimensions: 9.4 x 1 x 7.1 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 starsÂ See all reviewsÂ (39 customer reviews)

Best Sellers Rank: #606,141 in Books (See Top 100 in Books) #95 inÂ Books > Computers & Technology > Programming > Languages & Tools > Ruby #1522 inÂ Books > Computers & Technology > Programming > Web Programming #2338 inÂ Books > Textbooks > Computer Science > Programming Languages

## Customer Reviews

I just finished this book, cover to cover. I rarely read books like this all the way through. I scan them and keep them around in case they help me out of a jam. But this book is different. It is formative in the sense that the original Gang of Four (GoF) book on patterns was formative: it asks us to think about our problems in fresh ways. One important part of this book, however, stresses the use and overuse of these patterns. Olsen emphasizes that this isn't a competition to use all the patterns.

Whoever has the most patterns doesn't necessarily win. Whoever uses code gracefully and simply does. It reminds me of the talk by Marcel Molina Jr. at RubyConf 07, speaking about what makes code beautiful. It's the proportion, integrity, and clarity that makes beautiful code. I.e., we keep the code as simple as we can, keep it focused on the problem at hand, and we do it clearly. This book warns against misuse or abuse of patterns as much as it teaches the patterns themselves. Another thing that I found very useful about this book is it suggests simpler ways for my existing code. This tells me that, though I was happy with the function of what I could do once, the form can improve that it doesn't fall apart in the face of future iterations. Finally, I enjoy how each chapter evolves. We start with a rigorous interpretation of the GoF patterns, then Olsen introduces simpler ways to implement the ideas that take into account Ruby's available economies. So, we write simpler code, understand the tradeoffs of the various alternative implementation methods, and understand the

patterns themselves more concretely. Other than the occasional loose editing that come up from time to time, I really wouldn't change what was written.

I never really understood the need for Design Patterns. After reading several blogs, and listening to other programmers, I thought that Design Patterns might even somehow be harmful to my programming education. I felt that just by learning what they were, I'd somehow pollute my thinking to the point where I wouldn't be able to program without seeing a pattern in there somewhere. When I heard of the book Design Patterns in Ruby, I flinched. What good could possibly come from introducing Design Patterns into Ruby, I asked myself? Fortunately, my initial prejudices were unfounded. Design Patterns in Ruby is not some secret plot to turn all of the Ruby programmers into mindless drones; it is a very thorough introduction to Ruby, Design Patterns, and Object Oriented Programming concepts. Design Patterns in Ruby helped me to finally look critically at Design Patterns, and see them as something not to be feared, but as something that could be useful, even in my Ruby programming. Design Patterns in Ruby is written with the idea that while the reader might be a good programmer, they may have somehow missed what Design Patterns are, or the reader might not know much about Ruby. The first two chapters rectify this by introducing the reader to what exactly these Design Patterns are. The author explains precisely which of the 14 of the original 23 "Gang of Four" patterns are covered in the book, and reasons why the 14 patterns were chosen. Chapter 2 is a quick introduction to Ruby, just to ensure everyone is on the same page. The author, in a single chapter, clearly explained concepts that other books I have read couldn't clearly convey, even after several chapters.

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