

Extracted from:

Learn to Program, Third Edition

This PDF file contains pages extracted from *Learn to Program, Third Edition*, published by the Pragmatic Bookshelf. For more information or to purchase a paperback or PDF copy, please visit <http://www.pragprog.com>.

Note: This extract contains some colored text (particularly in code listing). This is available only in online versions of the books. The printed versions are black and white. Pagination might vary between the online and printed versions; the content is otherwise identical.

Copyright © 2021 The Pragmatic Programmers, LLC.

All rights reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form, or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior consent of the publisher.

The Pragmatic Bookshelf

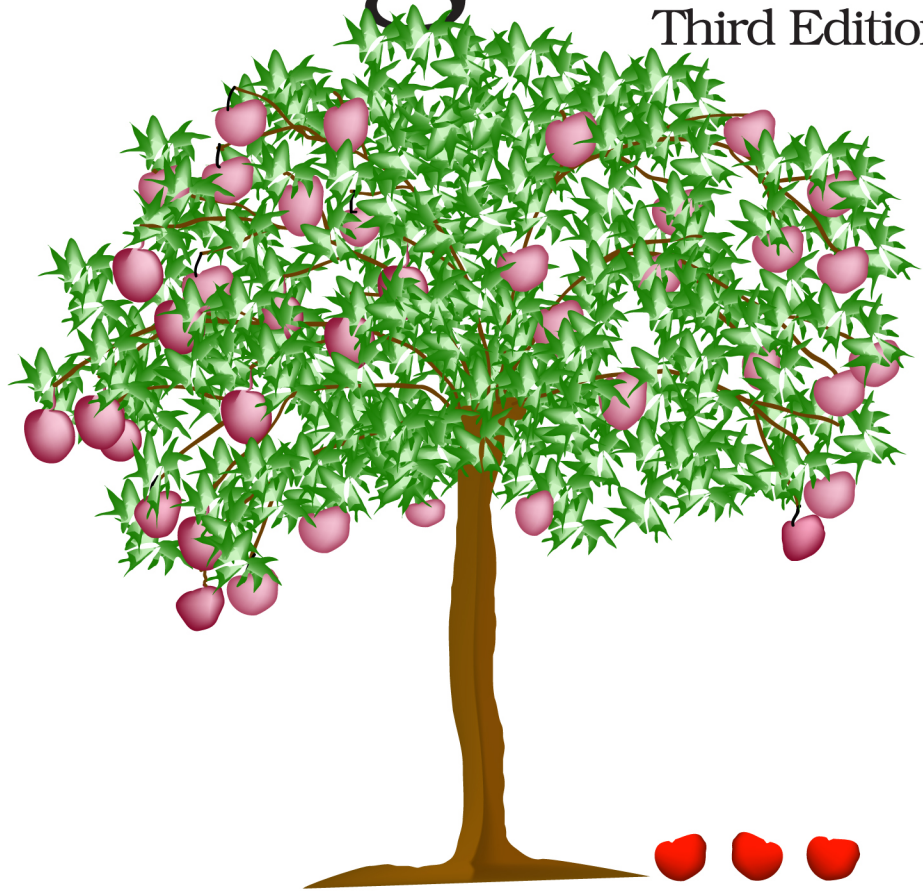
Raleigh, North Carolina

The
Pragmatic
Programmers

Updated
for Ruby 3

Learn to Program

Third Edition



Chris Pine
edited by Tammy Coron

The Facets  of Ruby Series

Learn to Program, Third Edition

Chris Pine

The Pragmatic Bookshelf

Raleigh, North Carolina



Many of the designations used by manufacturers and sellers to distinguish their products are claimed as trademarks. Where those designations appear in this book, and The Pragmatic Programmers, LLC was aware of a trademark claim, the designations have been printed in initial capital letters or in all capitals. The Pragmatic Starter Kit, The Pragmatic Programmer, Pragmatic Programming, Pragmatic Bookshelf, PragProg and the linking *g* device are trademarks of The Pragmatic Programmers, LLC.

Every precaution was taken in the preparation of this book. However, the publisher assumes no responsibility for errors or omissions, or for damages that may result from the use of information (including program listings) contained herein.

For our complete catalog of hands-on, practical, and Pragmatic content for software developers, please visit <https://pragprog.com>.

The team that produced this book includes:

CEO: Dave Rankin

COO: Janet Furlow

Managing Editor: Tammy Coron

Development Editor: Tammy Coron

Copy Editor: Corina Lebegioara

Indexing: Potomac Indexing, LLC

Layout: Gilson Graphics

Founders: Andy Hunt and Dave Thomas

For sales, volume licensing, and support, please contact support@pragprog.com.

For international rights, please contact rights@pragprog.com.

Copyright © 2021 The Pragmatic Programmers, LLC.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form, or by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior consent of the publisher.

ISBN-13: 978-1-68050-817-8

Encoded using the finest acid-free high-entropy binary digits.

Book version: P1.0—June 2021

Preface to the Third Edition

I just realized that I've been working on this book, in one form or another, for 18 years. When I started, it was before smartphones, before Twitter and YouTube, and before Gmail and Google Maps. You couldn't visit MySpace in Firefox, because neither one existed yet. RSS feeds were the hot new thing.

The world has changed so much since then, and the changes keep happening faster and faster. This third edition was written under the shadow of COVID-19. As unemployment in the United States reaches heights not seen since the Great Depression, I still see lots of open programmer jobs out there. And programming is a job you can easily do from home.

Programming was a fun and interesting thing to learn in 2002. At the time not nearly as many programming jobs existed, but there were enough. And anyway, many of us did it for fun, for the joy of creating new things.

Today, surrounded by computers, programming increasingly feels like a critical skill to learn. It's still as fun and rewarding as it ever was. But as more industries become digital, and more companies become software companies with "an app for that," the importance of programming is greater than it has ever been.

I'm excited to embark on this journey with you.

What's New in This Edition

For the third edition of this book, I've updated all the examples for Ruby 3, the latest version of the language. Since the second edition came out around when Ruby 2 did, it seemed like the right thing to do and the right time to do it.

It also gave me a chance to update the examples for the world we live in. Some of the jokes and references stopped being funny/cute around 2012 or so.

Best of all, though, I added a new chapter! It's about APIs and how to use them. I figured that since it's so *easy* now to write programs that talk across

the Internet to programs on the other side of the world, I just had to show you how it's done.

AND... I fixed a typo that no one had found in 18 years, which I kind of can't believe, but there it is.

Chris Pine

Portland, Oregon, USA, December 2020