

Course Guide

Ruby Scripting

"Thank you for providing the detailed testing training with a hands-on practical approach. I've learned a lot of new ways of testing different applications"

- **Harry Vadagama.**
Test Engineer,
Dell





Ruby Scripting

Ruby is a scripting language designed by Yukihiro Matsumoto, also known as Matz. It runs on a variety of platforms, such as Windows, Mac OS, and the various versions of UNIX. Ruby Scripting language is dynamic and object oriented. In a sense, it's a purist's language for those who love object-oriented languages. Everything, without exception, is automatically an object, whereas in other programming languages this isn't true. It is simple enough for beginning programmers to use while also powerful enough for experienced programmers to have all the tools they'd need.

Pre-Requisites

Knowledge of computer program and what is a computer programming language.

Course Outcome

- ✓ Declare variables and initialize them
- ✓ Construct expressions with arithmetic, logical and relational operators
- ✓ Use iterative loops statements
- ✓ Use conditional controls
- ✓ Manipulate text using regex
- ✓ Use and create Ruby Objects
- ✓ Use built-in library functions

Course Audience

- ✓ Experienced testers who are involved (or will be involved) in testing.
- ✓ Programmers
- ✓ Someone who has basic knowledge of Software Testing

Duration

2 Days

Location

Skiva IT Consulting

Suite 902, Level 9, 175 Castlereagh Street,
Sydney, NSW 2000 Australia

Course Content

Introduction to Ruby

- ✓ What is Ruby
- ✓ What is it used for
- ✓ Installing Ruby
- ✓ Ruby Vs Rail
- ✓ Ruby Basics - objects, regular expressions, arrays, hashes, Object Orientation

Ruby Language Elements

- ✓ Variables and constants
- ✓ Operators
- ✓ Assignments
- ✓ Integer, float and string formats
- ✓ Single and double quotes
- ✓ Here documents

Classes and Objects

- ✓ Objects, classes and methods
- ✓ Classes vs objects
- ✓ Class#method notation
- ✓ Converting between classes
- ✓ Constructors and attributes
- ✓ Instance and class variables
- ✓ Local and global variables

Arrays and Hashes in Ruby

- ✓ Arrays and hashes
- ✓ Building an array
- ✓ The %w shortcut
- ✓ Nesting arrays
- ✓ Hash keys
- ✓ Array Methods

Object Orientation

- ✓ Inheritance
- ✓ Base classes and subclasses
- ✓ What's inherited
- ✓ Overriding
- ✓ Abstract classes
- ✓ Polymorphism
- ✓ Multiple Inheritances
- ✓ Class structure
- ✓ Visibility

Classes and Object Scoping

- ✓ Public, private and protected visibility
- ✓ Singletons
- ✓ Inheritance
- ✓ Destructors and garbage collection
- ✓ Namespaces and modules
- ✓ Hooks
- ✓ Freezing objects

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Course Content

Object Oriented Techniques

- ✓ Clusters of classes
- ✓ Programming and method standards
- ✓ Formal Methods
- ✓ Unified Modelling Language (UML)
- ✓ Views

Strings and Regular Expressions

- ✓ Meta Characters
- ✓ Things you can do with strings
- ✓ Anchors, literals, character groups and counts
- ✓ Matching in Ruby
- ✓ Modifiers i, o, x and m
- ✓ Pattern matching variables

Special Variables and Pseudo-Variables

- ✓ ARGV and \$0
- ✓ Special variables
- ✓ Environment variables
- ✓ Pseudo-variables
- ✓ Reserved words in Ruby

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