

Text Processing With Ruby Extract Value From The Data That Surrounds You

Contains fifty-eight Ruby scripts to solve a variety of problems for system administration, image manipulation, and management of a Website. Why spend time on coding problems that others have already solved when you could be making real progress on your Ruby project? This updated cookbook provides more than 350 recipes for solving common problems, on topics ranging from basic data structures, classes, and objects, to web development, distributed programming, and multithreading. Revised for Ruby 2.1, each recipe includes a discussion on why and how the solution works. You'll find recipes suitable for all skill levels, from Ruby newbies to experts who need an occasional reference. With Ruby Cookbook, you'll not only save time, but keep your brain percolating with new ideas as well. Recipes cover: Data structures including strings, numbers, date and time, arrays, hashes, files and directories Using Ruby's code blocks, also known as closures OOP features such as classes, methods, objects, and modules XML and HTML, databases and persistence, and graphics and other formats Web development with Rails and Sinatra Internet services, web services, and distributed programming Software testing, debugging, packaging, and distributing Multitasking, multithreading, and extending Ruby with other languages

Summary Taming Text, winner of the 2013 Jolt Awards for Productivity, is a hands-on, example-driven guide to working with unstructured text in the context of real-world applications. This book explores how to automatically organize text using approaches such as full-text search, proper name recognition, clustering, tagging, information extraction, and summarization. The book guides you through examples illustrating each of these topics, as well as the foundations upon which they are built. About this Book There is so much text in our lives, we are practically drowning in it. Fortunately, there are innovative tools and techniques for managing unstructured information that can throw the smart developer a much-needed lifeline. You'll find them in this book. Taming Text is a practical, example-driven guide to working with text in real applications. This book introduces you to useful techniques like full-text search, proper name recognition, clustering, tagging, information extraction, and summarization. You'll explore real use cases as you systematically absorb the foundations upon which they are built. Written in a clear and concise style, this book avoids jargon, explaining the subject in terms you can understand without a background in statistics or natural language processing. Examples are in Java, but the concepts can be applied in any language. Written for Java developers, the book requires no prior knowledge of GWT. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. Winner of 2013 Jolt Awards: The Best Books—one of five notable books every serious programmer should read. What's Inside When to use text-taming techniques Important open-source libraries like Solr and Mahout How to build text-processing applications About the Authors Grant Ingersoll is an engineer, speaker, and trainer, a Lucene committer, and a cofounder of the Mahout machine-learning project. Thomas Morton is the primary developer of OpenNLP and Maximum Entropy. Drew Farris is a technology consultant, software developer, and contributor to Mahout, Lucene, and Solr. "Takes the mystery out of very complex processes."—From the Foreword by Liz Liddy, Dean, iSchool, Syracuse University Table of Contents Getting started taming text Foundations of taming text Searching Fuzzy string matching Identifying people, places, and things Clustering text Classification, categorization, and tagging Building an example question answering system Untamed text: exploring the next frontier

While Web 2.0 was about data, Web 3.0 is about knowledge and information. Scripting Intelligence: Web 3.0 Information Gathering and Processing offers the reader Ruby scripts for intelligent information management in a Web 3.0 environment—including information extraction from text, using Semantic Web technologies, information gathering (relational database metadata, web scraping, Wikipedia, Freebase), combining information from multiple sources, and strategies for publishing processed information. This book will be a valuable tool for anyone needing to gather, process, and publish web or database information across the modern web environment. Text processing recipes, including speech tagging and automatic summarization Gathering, visualizing, and publishing information from the Semantic Web Information gathering from traditional sources such as relational databases and web sites

Get complete instructions for manipulating, processing, cleaning, and crunching datasets in Python. Updated for Python 3.6, the second edition of this hands-on guide is packed with practical case studies that show you how to solve a broad set of data analysis problems effectively. You'll learn the latest versions of pandas, NumPy, IPython, and Jupyter in the process. Written by Wes McKinney, the creator of the Python pandas project, this book is a practical, modern introduction to data science tools in Python. It's ideal for analysts new to Python and for Python programmers new to data science and scientific computing. Data files and related material are available on GitHub. Use the IPython shell and Jupyter notebook for exploratory computing Learn basic and advanced features in NumPy (Numerical Python) Get started with data analysis tools in the pandas library Use flexible tools to load, clean, transform, merge, and reshape data Create informative visualizations with matplotlib Apply the pandas groupby facility to slice, dice, and summarize datasets Analyze and manipulate regular and irregular time series data Learn how to solve real-world data analysis problems with thorough, detailed examples

This is a hands-on book with plenty of well-explained code. Each chapter has a standalone project in which a complete web application with specific features of a social networking site is emphasized. The final chapter of the book is a project that has a complete and fully developed social networking site. Each chapter begins with a brief description of the features of the Internet service and the market it is within. After extracting the main features of the service, the chapter goes into explaining how a clone of the service can be designed, followed by a short description of the technologies and platforms being used. The bulk of the chapter goes into describing how the clone is built, with step-by-step explanations and code examples. Finally, the chapter shows how the finished clone can be deployed on the Internet. This book is written for web application programmers with an intermediate knowledge of Ruby. You should also know how web applications work and you have used at least some of the cloned Internet services before. If you are a trying to find out exactly how can you make your very own customized applications such as TinyURL, Twitter, Flickr, or Facebook, this book is for you. Programmers who want to include features of these Internet services into their own web applications will also find this book interesting.

A tutorial and reference to the object-oriented programming language for beginning to experienced programmers, updated for version 1.8, describes the language's structure, syntax, and operation, and explains how to build applications. Original. (Intermediate)

Text is everywhere. Web pages, databases, the contents of files--for almost any programming task you perform, you need to process text. Cut even the most complex text-based tasks down to size and learn how to master regular expressions, scrape information from Web pages, develop reusable utilities to process text in pipelines, and more. Most information in the world is in text format, and programmers often find themselves needing to make sense of the data hiding within. It might be to convert it from one format to another, or to find out information about the text as a whole, or to extract information from it. But how do you do this efficiently, avoiding labor-intensive, manual work? Text Processing with Ruby takes a practical approach. You'll learn how to get text into your Ruby programs from the file system and from user input. You'll process delimited files such as CSVs, and write utilities that interact with other programs in text-processing pipelines. Decipher character encoding mysteries, and avoid the pain of jumbled characters and malformed output. You'll learn to use regular expressions to match, extract, and replace patterns in text. You'll write a parser and learn how to process Web pages to pull out information from even the messiest of HTML. Before long you'll be able to tackle even the most enormous and entangled text with ease, scything through gigabytes of data and effortlessly extracting the bits that matter. What You Need: This book requires a passing familiarity with the Ruby programming language, and assumes that you already have Ruby installed on your computer.

The stunning new thriller from the No. 1 Sunday Times bestselling author

Presents an analysis of Ruby scripts, examining how the code works, the concepts of the code, and ways to modify it.

You Will Learn Ruby! Zed Shaw has perfected the world's best system for learning Ruby. Follow it and you will succeed—just like the hundreds of thousands of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In *Learn Ruby the Hard Way, Third Edition*, you'll learn Ruby by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how software works; what good programs look like; how to read, write, and think about code; and how to find and fix your mistakes using tricks professional programmers use. Most importantly, you'll learn the following, which you need to start writing excellent Ruby software of your own:

- Installing your Ruby environment
- Organizing and writing code
- Ruby symbols and keywords
- Basic mathematics
- Variables and printing
- Strings and text
- Interacting with users
- Working with files
- Using and creating functions
- Looping and logic
- Arrays and elements
- Hashmaps
- Program design
- Object-oriented programming
- Inheritance and composition
- Modules, classes, and objects
- Project “skeleton” directories
- Debugging and automated testing
- Advanced user input
- Text processing
- Basic game development
- Basic web development

It'll Be Hard At First. But Soon, You'll Just Get It—And That Will Feel Great! This tutorial will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Ruby programmer. Watch Zed, too! The accompanying DVD contains 5+ hours of passionate, powerful teaching: a complete Ruby video course! Zed Shaw is an avid guitar player, programmer, and writer whose books teach people all over the world how to write software. His book *Learn Python the Hard Way* has been read by millions of people around the world. His software has been used by many large and small companies. His essays are often quoted and read by members of many geek communities. He is an entertaining and lively writer, who is sure to keep you laughing and make you think.

Provides information on using R and Ruby to model a mathematical problem and find a solution.

You don't have to know everything about a car to drive one, and you don't need to know everything about Ruby to start programming with it. Written for both experienced and new programmers alike, *Learning Ruby* is a just-get-in-and-drive book -- a hands-on tutorial that offers lots of Ruby programs and lets you know how and why they work, just enough to get you rolling down the road. Interest in Ruby stems from the popularity of Rails, the web development framework that's attracting new devotees and refugees from Java and PHP. But there are plenty of other uses for this versatile language. The best way to learn is to just try the code! You'll find examples on nearly every page of this book that you can imitate and hack. Briefly, this book:

- Outlines many of the most important features of Ruby
- Demonstrates how to use conditionals, and how to manipulate strings in Ruby.
- Includes a section on regular expressions
- Describes how to use operators, basic math, functions from the Math module, rational numbers, etc.
- Talks you through Ruby arrays, and demonstrates hashes in detail
- Explains how to process files with Ruby
- Discusses Ruby classes and modules (mixins) in detail, including a brief introduction to object-oriented programming (OOP)
- Introduces processing XML, the Tk toolkit, RubyGems, reflection, RDoc, embedded Ruby, metaprogramming, exception handling, and other topics
- Acquaints you with some of the essentials of Rails, and includes a short Rails tutorial.

Each chapter concludes with a set of review questions, and appendices provide you with a glossary of terms related to Ruby programming, plus reference material from the book in one convenient location. If you want to take Ruby out for a drive, *Learning Ruby* holds the keys.

Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands, providing a comfortable Python experience that gets you started quickly and then grows with you as you—and your deep learning skills—become more sophisticated. *Deep Learning with PyTorch* will make that journey engaging and fun.

Summary Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands, providing a comfortable Python experience that gets you started quickly and then grows with you as you—and your deep learning skills—become more sophisticated. *Deep Learning with PyTorch* will make that journey engaging and fun.

Foreword by Soumith Chintala, Cocreator of PyTorch. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the technology Although many deep learning tools use Python, the PyTorch library is truly Pythonic. Instantly familiar to anyone who knows PyData tools like NumPy and scikit-learn, PyTorch simplifies deep learning without sacrificing advanced features. It's excellent for building quick models, and it scales smoothly from laptop to enterprise. Because companies like Apple, Facebook, and JPMorgan Chase rely on PyTorch, it's a great skill to have as you expand your career options. It's easy to get started with PyTorch. It minimizes cognitive overhead without sacrificing the access to advanced features, meaning you can focus on what matters the most - building and training the latest and greatest deep learning models and contribute to making a dent in the world. PyTorch is also a snap to scale and extend, and it partners well with other Python tooling. PyTorch has been adopted by hundreds of deep learning practitioners and several first-class players like FAIR, OpenAI, FastAI and Purdue.

About the book *Deep Learning with PyTorch* teaches you to create neural networks and deep learning systems with PyTorch. This practical book quickly gets you to work building a real-world example from scratch: a tumor image classifier. Along the way, it covers best practices for the entire DL pipeline, including the PyTorch Tensor API, loading data in Python, monitoring training, and visualizing results. After covering the basics, the book will take you on a journey through larger projects. The centerpiece of the book is a neural network designed for cancer detection. You'll discover ways for training networks with limited inputs and start processing data to get some results. You'll sift through the unreliable initial results and focus on how to diagnose and fix the problems in your neural network. Finally, you'll look at ways to improve your results by training with augmented data, make improvements to the model architecture, and perform other fine tuning.

What's inside

- Training deep neural networks
- Implementing modules and loss functions
- Utilizing pretrained models from PyTorch Hub
- Exploring code samples in Jupyter Notebooks

About the reader For Python programmers with an interest in machine

learning. About the author Eli Stevens had roles from software engineer to CTO, and is currently working on machine learning in the self-driving-car industry. Luca Antiga is cofounder of an AI engineering company and an AI tech startup, as well as a former PyTorch contributor. Thomas Viehmann is a PyTorch core developer and machine learning trainer and consultant. consultant based in Munich, Germany and a PyTorch core developer. Table of Contents PART 1 - CORE PYTORCH 1 Introducing deep learning and the PyTorch Library 2 Pretrained networks 3 It starts with a tensor 4 Real-world data representation using tensors 5 The mechanics of learning 6 Using a neural network to fit the data 7 Telling birds from airplanes: Learning from images 8 Using convolutions to generalize PART 2 - LEARNING FROM IMAGES IN THE REAL WORLD: EARLY DETECTION OF LUNG CANCER 9 Using PyTorch to fight cancer 10 Combining data sources into a unified dataset 11 Training a classification model to detect suspected tumors 12 Improving training with metrics and augmentation 13 Using segmentation to find suspected nodules 14 End-to-end nodule analysis, and where to go next PART 3 - DEPLOYMENT 15 Deploying to production

This book offers a highly accessible introduction to natural language processing, the field that supports a variety of language technologies, from predictive text and email filtering to automatic summarization and translation. With it, you'll learn how to write Python programs that work with large collections of unstructured text. You'll access richly annotated datasets using a comprehensive range of linguistic data structures, and you'll understand the main algorithms for analyzing the content and structure of written communication. Packed with examples and exercises, Natural Language Processing with Python will help you: Extract information from unstructured text, either to guess the topic or identify "named entities" Analyze linguistic structure in text, including parsing and semantic analysis Access popular linguistic databases, including WordNet and treebanks Integrate techniques drawn from fields as diverse as linguistics and artificial intelligence This book will help you gain practical skills in natural language processing using the Python programming language and the Natural Language Toolkit (NLTK) open source library. If you're interested in developing web applications, analyzing multilingual news sources, or documenting endangered languages -- or if you're simply curious to have a programmer's perspective on how human language works -- you'll find Natural Language Processing with Python both fascinating and immensely useful.

Provides information on data analysis from a variety of social networking sites, including Facebook, Twitter, and LinkedIn. This book A Beginner's Guide to Learning Analytics is designed to meet modern educational trends' needs. It is addressed to readers who have no prior knowledge of learning analytics and functions as an introductory text to learning analytics for those who want to do more with evaluation/assessment in their organizations. The book is useful to all who need to evaluate their learning and teaching strategies. It aims to bring greater efficiency and deeper engagement to individual students, learning communities, and educators. Covered here are the key concepts linked to learning analytics for researchers and practitioners interested in learning analytics. This book helps those who want to apply analytics to learning and development programs and helps educational institutions to identify learners who require support and provide a more personalized learning experience. Like chapters show diverse uses of learning analytics to enhance student and faculty performance. It presents a coherent framework for the effective translation of learning analytics research for educational practice to its practical application in different educational domains. This book provides educators and researchers with the tools and frameworks to effectively make sense of and use data and analytics in their everyday practice. This book will be a valuable addition to researchers' bookshelves.

From news and speeches to informal chatter on social media, natural language is one of the richest and most underutilized sources of data. Not only does it come in a constant stream, always changing and adapting in context; it also contains information that is not conveyed by traditional data sources. The key to unlocking natural language is through the creative application of text analytics. This practical book presents a data scientist's approach to building language-aware products with applied machine learning. You'll learn robust, repeatable, and scalable techniques for text analysis with Python, including contextual and linguistic feature engineering, vectorization, classification, topic modeling, entity resolution, graph analysis, and visual steering. By the end of the book, you'll be equipped with practical methods to solve any number of complex real-world problems. Preprocess and vectorize text into high-dimensional feature representations Perform document classification and topic modeling Steer the model selection process with visual diagnostics Extract key phrases, named entities, and graph structures to reason about data in text Build a dialog framework to enable chatbots and language-driven interaction Use Spark to scale processing power and neural networks to scale model complexity

This is an introduction and practical guide to how humanists use the digital to research, organize, analyze, and publish findings. Introduces regular expressions and how they are used, discussing topics including metacharacters, nomenclature, matching and modifying text, expression processing, benchmarking, optimizations, and loops.

Ruby is famous for being easy to learn, but most users only scratch the surface of what it can do. While other books focus on Ruby's trendier features, The Book of Ruby reveals the secret inner workings of one of the world's most popular programming languages, teaching you to write clear, maintainable code. You'll start with the basics—types, data structures, and control flows—and progress to advanced features like blocks, mixins, metaclasses, and beyond. Rather than bog you down with a lot of theory, The Book of Ruby takes a hands-on approach and focuses on making you productive from day one. As you follow along, you'll learn to: –Leverage Ruby's succinct and flexible syntax to maximize your productivity –Balance Ruby's functional, imperative, and object-oriented features –Write self-modifying programs using dynamic programming techniques –Create new fibers and threads to manage independent processes concurrently –Catch and recover from execution errors with robust exception handling –Develop powerful web applications with the Ruby on Rails framework Each chapter includes a "Digging Deeper" section that shows you how Ruby works under the hood, so you'll never be caught off guard by its deceptively simple scoping, multithreading features, or precedence rules. Whether you're new to programming or just new Ruby, The Book of Ruby is your guide to rapid, real-world software development with this unique and elegant language.

This book constitutes the thoroughly refereed proceedings of the 10th Workshop of the Cross Language Evaluation Forum, CLEF 2010, held in Corfu, Greece, in September/October 2009. The volume reports experiments on various types of multimedia collections. It is divided into three main sections presenting the results of the following tracks: Interactive Cross-Language Retrieval (iCLEF), Cross-Language Image Retrieval (ImageCLEF), and Cross-Language Video Retrieval (VideoCLEF).

Solve your Ruby programming problems that occur during your day-to-day scripting work. This book contains a varied selection of practical and interesting code recipes designed to make your coding life easier. Ruby Recipes includes solutions to problems in working with data, handling exceptions, writing blocks, and using regular expressions. This book provides ready scripts for both simple complex scripting tasks, which you can use readily or with only minor modifications. These scripts cover areas such as collections, classes and structures, functional programming, and log handling. With these handy recipes at your fingertips, you will be able to solve those niggling problems and become even more efficient. What You Will Learn Install and run Ruby Read and write data Write functions Work with arrays, ranges, hashes, and iterators Handle dates and time Process XML as text Master OOP concepts such as classes, objects, subclassing, and inheritance Connect to databases Who This Book Is For Programmers new to Ruby, and web developers interested in knowing the foundations of the language.

Perl soared to popularity as a language for creating and managing web content, but with LWP (Library for WWW in Perl), Perl is equally adept at consuming information on the Web. LWP is a suite of modules for fetching and processing web pages. The Web is a vast data source that contains everything from stock prices to movie credits, and with LWP all that data is just a few lines of code away. Anything you do on the Web, whether it's buying or selling, reading or writing, uploading or downloading, news to e-commerce, can be controlled with Perl and LWP. You can automate Web-based purchase orders as easily as you can set up a program to download MP3 files from a web site. Perl & LWP covers: Understanding LWP and its design Fetching and analyzing URLs Extracting information from HTML using regular expressions and tokens Working with the structure of HTML documents using trees Setting and inspecting HTTP headers and response codes Managing cookies Accessing information that requires authentication Extracting links Cooperating with proxy caches Writing web spiders (also known as robots) in a safe fashion Perl & LWP includes many step-by-step examples that show how to apply the various techniques. Programs to extract information from the web sites of BBC News, Altavista, ABEBooks.com, and the Weather Underground, to name just a few, are explained in detail, so that you understand how and why they work. Perl programmers who want to automate and mine the web can pick up this book and be immediately productive. Written by a contributor to LWP, and with a foreword by one of LWP's creators, Perl & LWP is the authoritative guide to this powerful and popular toolkit.

Much of the data available today is unstructured and text-heavy, making it challenging for analysts to apply their usual data wrangling and visualization tools. With this practical book, you'll explore text-mining techniques with tidytext, a package that authors Julia Silge and David Robinson developed using the tidy principles behind R packages like ggraph and dplyr. You'll learn how tidytext and other tidy tools in R can make text analysis easier and more effective. The authors demonstrate how treating text as data frames enables you to manipulate, summarize, and visualize characteristics of text. You'll also learn how to integrate natural language processing (NLP) into effective workflows. Practical code examples and data explorations will help you generate real insights from literature, news, and social media. Learn how to apply the tidy text format to NLP Use sentiment analysis to mine the emotional content of text Identify a document's most important terms with frequency measurements Explore relationships and connections between words with the ggraph and widyr packages Convert back and forth between R's tidy and non-tidy text formats Use topic modeling to classify document collections into natural groups Examine case studies that compare Twitter archives, dig into NASA metadata, and analyze thousands of Usenet messages

In recent years, our world has experienced a profound shift and progression in available computing and knowledge sharing innovations. These emerging advancements have developed at a rapid pace, disseminating into and affecting numerous aspects of contemporary society. This has created a pivotal need for an innovative compendium encompassing the latest trends, concepts, and issues surrounding this relevant discipline area. During the past 15 years, the Encyclopedia of Information Science and Technology has become recognized as one of the landmark sources of the latest knowledge and discoveries in this discipline. The Encyclopedia of Information Science and Technology, Fourth Edition is a 10-volume set which includes 705 original and previously unpublished research articles covering a full range of perspectives, applications, and techniques contributed by thousands of experts and researchers from around the globe. This authoritative encyclopedia is an all-encompassing, well-established reference source that is ideally designed to disseminate the most forward-thinking and diverse research findings. With critical perspectives on the impact of information science management and new technologies in modern settings, including but not limited to computer science, education, healthcare, government, engineering, business, and natural and physical sciences, it is a pivotal and relevant source of knowledge that will benefit every professional within the field of information science and technology and is an invaluable addition to every academic and corporate library.

The theme of the 2011 Charleston Conference, the annual event that explores issues in book and serial acquisition, was "Something's Gotta Give." The conference, held November 2-5, 2011, in Charleston, SC, included 9 pre-meetings, more than 10 plenaries, and over 120 concurrent sessions. The theme reflected the increasing sense of strain felt by both libraries and publishers as troubling economic trends and rapid technological change challenge the information supply chain. What part of the system will buckle under this pressure? Who will be the winners and who will be the losers in this stressful environment? The Charleston Conference continues to be a major event for information exchange among librarians, vendors, and publishers. As it begins its fourth decade, the Conference is one of the most popular international meetings for information professionals, with almost 1,500 delegates. Conference attendees continue to remark on the informative and thought-provoking sessions. The Conference provides a collegial atmosphere where librarians, vendors, and publishers talk freely and directly about issues facing libraries and information providers. In this volume, the organizers of the meeting are pleased to share some of the learning experiences that they-and other attendees-had at the conference.

AppleScript is an English-like, easy-to-understand scripting language built into every Mac. AppleScript can automate hundreds of AppleScript-able applications, performing tasks both large and small, complex and simple. Learn AppleScript: The Comprehensive Guide to Scripting and Automation on Mac OS X, Third Edition has been completely

updated for Mac OS X Snow Leopard. It's all here, with an emphasis on practical information that will help you solve any automation problem—from the most mundane repetitive tasks to highly integrated workflows of complex systems. Friendly enough for beginners, detailed enough for advanced AppleScripters Includes major contributions from expert AppleScripters: Emmanuel Levy, Harald Monihart, Ian Piper, Shane Stanley, Barry Wainwright, Craig Williams, and foreword by AppleScript inventor, William Cook

It's easy to write correct Ruby code, but to gain the fluency needed to write great Ruby code, you must go beyond syntax and absorb the "Ruby way" of thinking and problem solving. In *Eloquent Ruby*, Russ Olsen helps you write Ruby like true Rubyists do—so you can leverage its immense, surprising power. Olsen draws on years of experience internalizing the Ruby culture and teaching Ruby to other programmers. He guides you to the "Ah Ha!" moments when it suddenly becomes clear why Ruby works the way it does, and how you can take advantage of this language's elegance and expressiveness. *Eloquent Ruby* starts small, answering tactical questions focused on a single statement, method, test, or bug. You'll learn how to write code that actually looks like Ruby (not Java or C#); why Ruby has so many control structures; how to use strings, expressions, and symbols; and what dynamic typing is really good for. Next, the book addresses bigger questions related to building methods and classes. You'll discover why Ruby classes contain so many tiny methods, when to use operator overloading, and when to avoid it. Olsen explains how to write Ruby code that writes its own code—and why you'll want to. He concludes with powerful project-level features and techniques ranging from gems to Domain Specific Languages. A part of the renowned Addison-Wesley Professional Ruby Series, *Eloquent Ruby* will help you "put on your Ruby-colored glasses" and get results that make you a true believer.

Con l'esperienza fatta con la prima e la seconda edizione si è deciso di integrare il testo con una serie di esercitazioni pratiche assistite, ricche di esempi applicativi. Si è pensato – come si espone dettagliatamente nella parte che chiarisce le motivazioni dell'eBook – che quando tutto ciò che si vuole fare è ottenere la convalida dei propri file in HTML o semplicemente eseguire velocemente operazioni di sostituzione su un testo analizzato, se si ha bisogno di raggiungere velocemente uno scopo usando le espressioni regolari, ci si troverà divisi tra avere troppo poche informazioni per essere produttivi e avere troppe informazioni per sapere da dove cominciare. Perciò si è deciso di integrare l'esposizione con una nutrita serie di esercitazioni guidate, che espongono con criterio incrementale le modalità di utilizzo dei vari operatori, chiarendo con esempi pratici e visivamente immediati le modalità di funzionamento delle regex. Si spera che lo sforzo possa aver raggiunto lo scopo.

Text Processing with RubyExtract Value from the Data That Surrounds You

How do you write truly elegant code with Ruby? *Ruby Best Practices* is for programmers who want to use Ruby as experienced Rubyists do. Written by the developer of the Ruby project Prawn, this concise book explains how to design beautiful APIs and domain-specific languages with Ruby, as well as how to work with functional programming ideas and techniques that can simplify your code and make you more productive. You'll learn how to write code that's readable, expressive, and much more. *Ruby Best Practices* will help you: Understand the secret powers unlocked by Ruby's code blocks Learn how to bend Ruby code without breaking it, such as mixing in modules on the fly Discover the ins and outs of testing and debugging, and how to design for testability Learn to write faster code by keeping things simple Develop strategies for text processing and file management, including regular expressions Understand how and why things can go wrong Reduce cultural barriers by leveraging Ruby's multilingual capabilities This book also offers you comprehensive chapters on driving code through tests, designing APIs, and project maintenance. Learn how to make the most of this rich, beautiful language with *Ruby Best Practices*.

Beginning with a survey of fundamental concepts associated with data integration, knowledge representation, and hypothesis generation from heterogeneous data sets, *Methods in Biomedical Informatics* provides a practical survey of methodologies used in biological, clinical, and public health contexts. These concepts provide the foundation for more advanced topics like information retrieval, natural language processing, Bayesian modeling, and learning classifier systems. The survey of topics then concludes with an exposition of essential methods associated with engineering, personalized medicine, and linking of genomic and clinical data. Within an overall context of the scientific method, *Methods in Biomedical Informatics* provides a practical coverage of topics that is specifically designed for: (1) domain experts seeking an understanding of biomedical informatics approaches for addressing specific methodological needs; or (2) biomedical informaticians seeking an approachable overview of methodologies that can be used in scenarios germane to biomedical research. Contributors represent leading biomedical informatics experts: individuals who have demonstrated effective use of biomedical informatics methodologies in the real-world, high-quality biomedical applications Material is presented as a balance between foundational coverage of core topics in biomedical informatics with practical "in-the-trenches" scenarios. Contains appendices that function as primers on: (1) Unix; (2) Ruby; (3) Databases; and (4) Web Services.

Take the guesswork out of using regular expressions. With more than 140 practical recipes, this cookbook provides everything you need to solve a wide range of real-world problems. Novices will learn basic skills and tools, and programmers and experienced users will find a wealth of detail. Each recipe provides samples you can use right away. This revised edition covers the regular expression flavors used by C#, Java, JavaScript, Perl, PHP, Python, Ruby, and VB.NET. You'll learn powerful new tricks, avoid flavor-specific gotchas, and save valuable time with this huge library of practical solutions. Learn regular expressions basics through a detailed tutorial Use code listings to implement regular expressions with your language of choice Understand how regular expressions differ from language to language Handle common user input with recipes for validation and formatting Find and manipulate words, special characters, and lines of text Detect integers, floating-point numbers, and other numerical formats Parse source code and process log files Use regular expressions in URLs, paths, and IP addresses Manipulate HTML, XML, and data exchange formats Discover little-

known regular expression tricks and techniques

Its been a long time since I started writing I Love Ruby. I first projected this book as a toy programming book, but not any more, this book is maturing into something serious. Possibly a book to be read by people who are serious about Ruby, hence this book is undergoing a dramatic change. Its been proof read from top to bottom. All its examples are worked for Ruby 2.5, and finally this book is appearing online, epub, pdf and print. I hope you enjoy learning Ruby. It should be noted that one can get this book free absolutely free here <https://i-love-ruby.gitlab.io/> , this book is as print so that people who wish to have a printed book can have a copy.

L'utilizzo delle espressioni regolari non è molto diffuso tra autori, scrittori e redattori mentre programmatori, sviluppatori di codice e realizzatori di e-book ne fanno un frequente – e soddisfacente – impiego. Questa succinta guida all'uso delle «regex» o «regexp» (acronimi di origine inglese da «regular expressions») o – più semplicemente – «RE», è stato pensato proprio per chi si occupa di scrivere o revisionare testi. Molti editor e wordprocessor ormai incorporano la «modalità regex» per effettuare ricerche, estrazioni e sostituzioni di testo. Sulle espressioni regolari esiste molto poco nella letteratura in lingua italiana; ben altra mole di documentazione è invece a disposizione se si conosce un po' l'inglese. Chi vorrà approfondire potrà trovare nella bibliografia alla fine di questo testo ottimi suggerimenti per le opere a stampa, di cui – il più delle volte – i loro autori forniscono anche una versione digitale, se si preferisce questa modalità di lettura. Cosa si può fare con le regex? Per rispondere, basta considerare che la ricerca di «stringhe» (sequenze di caratteri) da parte di un computer è molto veloce ma estremamente rigida. Con le espressioni regolari diventa invece possibile: – trovare se esistono nel testo determinate sequenze; – localizzare stringhe di caratteri che combaciano con le sequenze e sostituirle con qualcosa di diverso; – estrarre le stringhe che combaciano con le sequenze per poterle riutilizzare diversamente. Per non annoiare troppo il lettore l'esposizione sarà legata per quanto possibile ad esempi pratici, con i quali saranno illustrate, di volta in volta, le varie funzionalità delle regex. Ovviamente gli esempi saranno quelli che normalmente si trovano di fronte autori, scrittori e redattori.

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