

Ruby on Rails Course -1

What is Ruby?

Some **useful links** that come handy when you are going through the course material:

Scripting Language

http://en.wikipedia.org/wiki/Scripting_language

Compiled Language

http://en.wikipedia.org/wiki/Compiled_language

Compilers

<http://en.wikipedia.org/wiki/Compiler>

Interpreters

http://en.wikipedia.org/wiki/Interpreter_%28computing%29

Object Oriented Programming

<http://en.wikipedia.org/wiki/Object-oriented>

Jargon to watch out:

Ruby, Interpreters, Compilers, Scripting Language, Compiled Language, Mixins, Operating System, Unix, Linux

[Download](#) the detailed Ruby on Rails Course contents.

Have something to discuss/suggest/enhance: Reach me @ tosumanthkrishnaATgmailDOTcom

So let's start today with Introduction topic and discuss more on What is Ruby?

Initially Some History about Ruby:

The language was created by [Yukihiro "Matz" Matsumoto](#), who started working on Ruby on [February 24, 1993](#), and released it to the public in 1995. "Ruby" was named as a gemstone because of a joke within Matsumoto's circle of friends alluding to [Perl's](#) name.

Ruby is "***an interpreted scripting language for quick and easy object-oriented programming***". Don't be alarmed. Let's see this in detail:

Interpreted Scripting Language:

- * Ability to make operating system calls directly
- * Powerful string operations and regular expressions
- * Immediate feedback during development
- * Ruby programs can be executed from source code.(means to say need not be compiled)

Object Oriented Programming:

- * Everything is an object
- * Classes, inheritance, methods, etc.
- * Singleton methods
- * Mixin by module
- * Iterators and closures

Portable:

- * Runs on many different operating systems.
- * Windows 95 through XP, Linux, UNIX...

Simple and Fast:

- * Variable declarations are unnecessary(remember: everything is an object... including primitives)
- * Variables are not typed
- * Syntax is simple and consistent (like you are expressing something)
- * Automatic memory allocation and garbage collection

More...

- * Exception processing model
- * Dynamic loading
- * Threads