## ZED SHAW'S HARD WAY SERIES



A Simple and Idiomatic Introduction to the Imaginative World of Computational Thinking with Code

## ZED A. SH AW

FREE SAMPLE CHAPTER

## f 5 in $\begin{array}{r}\text { in }\end{array}$

# LEARN RUBY THE HARD WAY 

Third Edition

## Zed Shaw's Hard Way Series



Visit informit.com/hardway for a complete list of available publications.

Zed Shaw's Hard Way Series emphasizes instruction and making things as the best way to get started in many computer science topics. Each book in the series is designed around short, understandable exercises that take you through a course of instruction that creates working software. All exercises are thoroughly tested to verify they work with real students, thus increasing your chance of success. The accompanying video walks you through the code in each exercise. Zed adds a bit of humor and inside jokes to make you laugh while you're learning.


Make sure to connect with us! informit.com/socialconnect

# LEARN RUBY THE HARD WAY 

# A Simple and Idiomatic Introduction to the Imaginative World of Computational Thinking with Code 

Third Edition

## Zed A. Shaw

## A Addison-Wesley

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 publisher was aware of a trademark claim, the designations have been printed with initial capital letters or in all capitals.

The author and publisher have taken care in the preparation of this book, but make no expressed or implied warranty of any kind and assume no responsibility for errors or omissions. No liability is assumed for incidental or consequential damages in connection with or arising out of the use of the information or programs contained herein.

For information about buying this title in bulk quantities, or for special sales opportunities (which may include electronic versions; custom cover designs; and content particular to your business, training goals, marketing focus, or branding interests), please contact our corporate sales department at corpsales@pearsoned.com or (800) 382-3419.

For government sales inquiries, please contact governmentsales@pearsoned.com.
For questions about sales outside the United States, please contact international@pearsoned.com.
Visit us on the Web: informit.com/hardway
Library of Congress Cataloging-in-Publication Data
Shaw, Zed, author.
Learn Ruby the hard way : a simple and idiomatic introduction to the imaginative world of computational thinking with code / Zed A. Shaw.-Third edition.
pages cm
Includes index.
ISBN 978-0-321-88499-2 (pbk. : alk. paper)

1. Ruby (Computer program language) I. Title.

QA76.73.R83S536 2014
005.1'17—dc23

2014033534

## Copyright © 2015 Zed A. Shaw

All rights reserved. Printed in the United States of America. This publication is protected by copyright, and permission must be obtained from the publisher prior to any prohibited reproduction, storage in a retrieval system, or transmission in any form or by any means, electronic, mechanical, photocopying, recording, or likewise. To obtain permission to use material from this work, please submit a written request to Pearson Education, Inc., Permissions Department, One Lake Street, Upper Saddle River, New Jersey 07458, or you may fax your request to (201) 236-3290.

ISBN-13: 978-0-321-88499-2
ISBN-10: 0-321-88499-X

Text printed in the United States on recycled paper at RR Donnelley in Crawfordsville, Indiana.
First printing, December 2014

## Contents

Preface ..... 1
Acknowledgments ..... 1
The Hard Way Is Easier ..... 2
Reading and Writing ..... 2
Attention to Detail ..... 2
Spotting Differences ..... 3
Do Not Copy-Paste ..... 3
Using the Included Videos ..... 3
A Note on Practice and Persistence ..... 3
A Warning for the Smarties ..... 4
Exercise 0 The Setup ..... 6
Mac OS X ..... 6
OS X: What You Should See ..... 7
Windows ..... 7
Windows: What You Should See ..... 8
Linux ..... 8
Linux: What You Should See ..... 9
Finding Things on the Internet ..... 10
Warnings for Beginners ..... 10
Exercise 1 A Good First Program ..... 12
What You Should See ..... 14
Study Drills ..... 16
Common Student Questions ..... 17
Exercise 2 Comments and Pound Characters ..... 18
What You Should See ..... 18
Study Drills ..... 18
Common Student Questions ..... 19
Exercise 3 Numbers and Math ..... 20
What You Should See ..... 21
Study Drills ..... 21
Common Student Questions ..... 22
Exercise 4 Variables and Names ..... 24
What You Should See ..... 25
Study Drills ..... 25
Common Student Questions ..... 25
Exercise 5 More Variables and Printing ..... 28
What You Should See ..... 28
Study Drills ..... 29
Common Student Questions ..... 29
Exercise 6 Strings and Text ..... 30
What You Should See ..... 31
Study Drills ..... 31
Common Student Question ..... 31
Exercise 7 More Printing ..... 32
What You Should See ..... 32
Study Drills ..... 33
Common Student Questions ..... 33
Exercise 8 Printing, Printing ..... 34
What You Should See ..... 34
Study Drills ..... 35
Common Student Questions ..... 35
Exercise 9 Printing, Printing, Printing ..... 36
What You Should See ..... 36
Study Drills ..... 37
Common Student Questions ..... 37
Exercise 10 What Was That? ..... 38
What You Should See ..... 39
Escape Sequences ..... 39
Study Drills ..... 40
Common Student Questions ..... 40
Exercise 11 Asking Questions ..... 42
What You Should See ..... 42
Study Drills ..... 43
Common Student Question ..... 43
Exercise 12 Prompting People for Numbers ..... 44
What You Should See ..... 44
Study Drills ..... 44
Exercise 13 Parameters, Unpacking, Variables ..... 46
What You Should See ..... 46
Study Drills ..... 47
Common Student Questions ..... 47
Exercise 14 Prompting and Passing ..... 50
What You Should See ..... 50
Study Drills ..... 51
Common Student Questions ..... 51
Exercise 15 Reading Files ..... 52
What You Should See ..... 53
Study Drills ..... 53
Common Student Questions ..... 54
Exercise 16 Reading and Writing Files ..... 56
What You Should See ..... 57
Study Drills ..... 57
Common Student Questions ..... 58
Exercise 17 More Files ..... 60
What You Should See ..... 60
Study Drills ..... 61
Common Student Questions ..... 61
Exercise 18 Names, Variables, Code, Functions ..... 62
What You Should See ..... 63
Study Drills ..... 64
Common Student Questions ..... 65
Exercise 19 Functions and Variables ..... 66
What You Should See ..... 67
Study Drills ..... 67
Common Student Questions ..... 67
Exercise 20 Functions and Files ..... 70
What You Should See ..... 71
Study Drills ..... 71
Common Student Questions ..... 71
Exercise 21 Functions Can Return Something ..... 74
What You Should See ..... 75
Study Drills ..... 75
Common Student Questions ..... 76
Exercise 22 What Do You Know So Far? ..... 78
What You Are Learning ..... 78
Exercise 23 Read Some Code ..... 80
Exercise 24 More Practice ..... 82
What You Should See ..... 83
Study Drills ..... 83
Common Student Questions ..... 83
Exercise 25 Even More Practice ..... 84
What You Should See ..... 85
Study Drills ..... 87
Common Student Questions ..... 87
Exercise 26 Congratulations, Take a Test! ..... 88
Common Student Questions ..... 88
Exercise 27 Memorizing Logic ..... 90
The Truth Terms ..... 90
The Truth Tables ..... 91
Common Student Question ..... 92
Exercise 28 Boolean Practice ..... 94
What You Should See ..... 96
Study Drills ..... 96
Common Student Questions ..... 96
Exercise 29 What If ..... 98
What You Should See ..... 99
Study Drills ..... 99
Common Student Question ..... 99
Exercise 30 Else and If ..... 100
What You Should See ..... 101
Study Drills ..... 101
Common Student Question ..... 101
Exercise 31 Making Decisions ..... 102
What You Should See ..... 103
Study Drills ..... 103
Common Student Questions ..... 103
Exercise 32 Loops and Arrays ..... 106
What You Should See ..... 108
Study Drills ..... 108
Common Student Questions ..... 108
Exercise 33 While Loops ..... 110
What You Should See ..... 111
Study Drills ..... 112
Common Student Questions ..... 112
Exercise 34 Accessing Elements of Arrays ..... 114
Study Drills ..... 115
Exercise 35 Branches and Functions ..... 116
What You Should See ..... 118
Study Drills ..... 118
Common Student Questions ..... 118
Exercise 36 Designing and Debugging ..... 120
Rules for If-Statements ..... 120
Rules for Loops ..... 120
Tips for Debugging ..... 121
Homework ..... 121
Exercise 37 Symbol Review ..... 122
Keywords ..... 122
Data Types ..... 124
String Escape Sequences ..... 124
Operators ..... 125
Reading Code ..... 126
Study Drills ..... 126
Common Student Question ..... 127
Exercise 38 Doing Things to Arrays ..... 128
What You Should See ..... 129
What Arrays Can Do ..... 129
When to Use Arrays ..... 130
Study Drills ..... 131
Common Student Questions ..... 131
Exercise 39 Hashes, Oh Lovely Hashes ..... 132
A Hash Example ..... 133
What You Should See ..... 135
What Hashes Can Do ..... 136
Making Your Own Hash Module ..... 136
The Code Description ..... 140
Three Levels of Arrays ..... 142
What You Should See (Again) ..... 142
When to Use Hashes or Arrays ..... 143
Study Drills ..... 143
Common Student Questions ..... 144
Exercise 40 Modules, Classes, and Objects ..... 146
Modules Are Like Hashes ..... 146
Classes Are Like Modules ..... 148
Objects Are Like Require ..... 148
Getting Things from Things ..... 150
A First Class Example ..... 150
What You Should See ..... 151
Study Drills ..... 151
Common Student Question ..... 151
Exercise 41 Learning to Speak Object Oriented ..... 152
Word Drills ..... 152
Phrase Drills ..... 152
Combined Drills ..... 153
A Reading Test ..... 153
Practice English to Code ..... 156
Reading More Code ..... 156
Common Student Questions ..... 156
Exercise $42 \mathrm{Is}-\mathrm{A}$, Has-A, Objects, and Classes ..... 158
How This Looks in Code ..... 159
Study Drills ..... 161
Common Student Questions ..... 161
Exercise 43 Basic Object-Oriented Analysis and Design ..... 164
The Analysis of a Simple Game Engine ..... 165
Write or Draw about the Problem ..... 165
Extract Key Concepts and Research Them ..... 166
Create a Class Hierarchy and Object Map for the Concepts ..... 167
Code the Classes and a Test to Run Them ..... 168
Repeat and Refine ..... 169
Top Down Versus Bottom Up ..... 170
The Code for "Gothons from Planet Percal \#25" ..... 170
What You Should See ..... 176
Study Drills ..... 177
Common Student Question ..... 177
Exercise 44 Inheritance Versus Composition ..... 178
What Is Inheritance? ..... 178
Implicit Inheritance ..... 179
Override Explicitly ..... 180
Alter Before or After ..... 180
All Three Combined ..... 182
Using super() with initialize ..... 183
Composition ..... 183
When to Use Inheritance or Composition ..... 185
Study Drills ..... 186
Common Student Questions ..... 186
Exercise 45 You Make a Game ..... 188
Evaluating Your Game ..... 188
Function Style ..... 189
Class Style ..... 189
Code Style ..... 190
Good Comments ..... 190
Evaluate Your Game ..... 191
Exercise 46 A Project Skeleton ..... 192
Creating the Skeleton Project Directory ..... 192
Final Directory Structure ..... 193
Testing Your Setup ..... 195
Using the Skeleton ..... 195
Required Quiz ..... 195
Common Student Questions ..... 196
Exercise 47 Automated Testing ..... 198
Writing a Test Case ..... 198
Testing Guidelines ..... 201
What You Should See ..... 201
Study Drills ..... 202
Common Student Questions ..... 202
Exercise 48 Advanced User Input ..... 204
Our Game Lexicon ..... 204
Breaking Up a Sentence ..... 205
Lexicon Tuples ..... 205
Scanning Input ..... 205
Exceptions and Numbers ..... 206
A Test First Challenge ..... 206
What You Should Test ..... 207
Study Drills ..... 209
Common Student Questions ..... 210
Exercise 49 Making Sentences ..... 212
Match and Peek ..... 212
The Sentence Grammar ..... 213
A Word on Exceptions ..... 213
The Parser Code ..... 213
Playing with the Parser ..... 216
What You Should Test ..... 217
Study Drills ..... 217
Common Student Question ..... 217
Exercise 50 Your First Website ..... 218
Installing Sinatra ..... 218
Make a Simple "Hello World" Project ..... 219
What's Happening Here? ..... 220
Stopping and Reloading Sinatra .....  221
Fixing Errors .....  221
Create Basic Templates .....  222
Study Drills ..... 223
Common Student Questions .....  223
Exercise 51 Getting Input from a Browser ..... 224
How the Web Works ..... 224
How Forms Work ..... 226
Creating HTML Forms ..... 227
Creating a Layout Template ..... 228
Writing Automated Tests for Forms ..... 229
Study Drills ..... 230
Common Student Question ..... 231
Exercise 52 The Start of Your Web Game ..... 232
Refactoring the Exercise 43 Game ..... 232
Sessions and Tracking Users ..... 237
Creating an Engine ..... 238
Your Final Exam ..... 240
Next Steps ..... 242
How to Learn Any Programming Language ..... 243
Advice from an Old Programmer ..... 246
Appendix Command Line Crash Course ..... 249
Introduction: Shut Up and Shell ..... 249
How to Use This Appendix ..... 249
You Will Be Memorizing Things ..... 250
The Setup ..... 251
Do This ..... 251
You Learned This ..... 252
Do More ..... 252
Paths, Folders, and Directories (pwd) ..... 254
Do This ..... 255
You Learned This ..... 256
Do More ..... 256
If You Get Lost ..... 256
Do This ..... 257
You Learned This ..... 257
Make a Directory (mkdir) ..... 257
Do This ..... 257
You Learned This ..... 259
Do More ..... 259
Change Directory (cd) ..... 260
Do This ..... 260
You Learned This ..... 263
Do More ..... 264
List Directory (ls) ..... 264
Do This ..... 264
You Learned This .....  269
Do More .....  269
Remove Directory (rmdir) ..... 269
Do This ..... 270
You Learned This ..... 272
Do More ..... 272
Moving Around (pushd, popd) ..... 273
Do This ..... 273
You Learned This ..... 275
Do More ..... 275
Making Empty Files (Touch, New-Item) ..... 276
Do This ..... 276
You Learned This ..... 277
Do More ..... 277
Copy a File (cp) ..... 277
Do This ..... 277
You Learned This ..... 280
Do More ..... 281
Moving a File (mv) ..... 281
Do This ..... 281
You Learned This ..... 283
Do More ..... 283
View a File (less, MORE) ..... 283
Do This ..... 284
You Learned This ..... 284
Do More ..... 284
Stream a File (cat) ..... 285
Do This ..... 285
You Learned This ..... 286
Do More ..... 286
Removing a File (rm) ..... 286
Do This ..... 286
You Learned This ..... 288
Do More ..... 289
Exiting Your Terminal (exit) ..... 289
Do This .....  289
You Learned This .....  289
Do More ..... 289
Command Line Next Steps ..... 290
UNIX Bash References ..... 290
PowerShell References ..... 290
Index ..... 291

This page intentionally left blank

## Preface

This simple book is meant to get you started in programming. The title says it's the hard way to learn to write code, but it's actually not. It's only the "hard" way because it uses a technique called instruction. Instruction is where I tell you to do a sequence of controlled exercises designed to build a skill through repetition. This technique works very well with beginners, who know nothing and need to acquire basic skills before they can understand more complex topics. It's used in everything from martial arts to music, to even basic math and reading skills.

This book instructs you in Ruby by slowly building and establishing skills through techniques like practice and memorization, then applying them to increasingly difficult problems. By the end of the book you will have the tools needed to begin learning more complex programming topics. I like to tell people that my book gives you your "programming black belt." What this means is that you know the basics well enough to now start learning programming.

If you work hard, take your time, and build these skills, you will learn to code.

## Acknowledgments

I would like to thank Angela for helping me with the first two versions of this book. Without her, I probably wouldn't have bothered to finish it at all. She did the copyediting of the first draft, and supported me immensely while I wrote it.

I also want to thank Rob Sobers for suggesting I make a Ruby version of my Python book and doing the initial work helping me convert it to use Ruby.

I'd also like to thank Greg Newman for doing the original cover art, Brian Shumate for early website designs, and all of the people who read this book and took the time to send me feedback and corrections.

Thank you.

## The Hard Way Is Easier

With the help of this book, you will do the incredibly simple things that all programmers do to learn a programming language:

1. Go through each exercise.
2. Type in each sample exactly.
3. Make it run.

That's it. This will be very difficult at first, but stick with it. If you go through this book, and do each exercise for one or two hours a night, you will have a good foundation for moving onto another book about Ruby to continue your studies. This book won't turn you into a programmer overnight, but it will get you started on the path to learning how to code.

This book's job is to teach you the three most essential skills that a beginning programmer needs to know: reading and writing, attention to detail, and spotting differences.

## Reading and Writing

If you have a problem typing, you will have a problem learning to code, and especially if you have a problem typing the fairly odd characters in source code. Without this simple skill you will be unable to learn even the most basic things about how software works.

Typing the code samples and getting them to run will help you learn the names of the symbols, get familiar with typing them, and get you reading the language.

## Attention to Detail

The one skill that separates bad programmers from good programmers is attention to detail. In fact, it's what separates the good from the bad in any profession. You must pay attention to the tiniest details of your work or you will miss important elements of what you create. In programming, this is how you end up with bugs and difficult-to-use systems.

By going through this book, and copying each example exactly, you will be training your brain to focus on the details of what you are doing, as you are doing it.

## Spotting Differences

A very important skill (that most programmers develop over time) is the ability to visually notice differences between things. An experienced programmer can take two pieces of code that are slightly different and immediately start pointing out the differences. Programmers have invented tools to make this even easier, but we won't be using any of these. You first have to train your brain the hard way; then use the tools.

While you do these exercises, typing each one in, you will be making mistakes. It's inevitable; even seasoned programmers would make a few. Your job is to compare what you have written to what's required, and fix all the differences. By doing so, you will train yourself to notice mistakes, bugs, and other problems.

## Do Not Copy-Paste

You must type each of these exercises in, manually. If you copy and paste, you might as well not even do them. The point of these exercises is to train your hands, your brain, and your mind in how to read, write, and see code. If you copy-paste, you are cheating yourself out of the effectiveness of the lessons.

## Using the Included Videos

Learn Ruby the Hard Way has more than five hours of instructional videos to help you with the book. There is one video for each exercise where I either demonstrate the exercise, or give you tips for completing the exercise. The best way to use the videos is if you are stuck when attempting an exercise or for review after you have completed an exercise. This will slowly wean you off of using videos to learn programming and build your skills at understanding code directly. Stick with it, and slowly you won't need the videos, or any videos, to learn programming. You'll be able to just read for the information you need.

## A Note on Practice and Persistence

While you are studying programming, I'm studying how to play guitar. I practice it every day for at least two hours. I play scales, chords, and arpeggios for an hour; and then I learn music theory, ear training, songs, and anything else I can. Some days I study guitar and music for eight hours because I feel like it and it's fun. To me, repetitive practice is natural and just how to learn something. I know that to get good at anything I have to practice every day, even if I suck that day (which is often) or it's difficult. Keep trying and eventually it'll be easier and fun.

Between the time that I wrote Learn Python the Hard Way and Learn Ruby the Hard Way, I discovered drawing and painting. I fell in love with making visual art at the age of 39; and I have been spending every day studying it in much the same way that I studied guitar, music, and programming. I collected books of instructional material, did what the books said, painted every day, and focused on enjoying the process of learning. I am by no means an "artist," or even that good, but I can now say that I can draw and paint. The same method I'm teaching you in this book applied to my adventures in art. If you break the problem down into small exercises and lessons, and do them every day, you can learn to do almost anything. If you focus on slowly improving and enjoying the learning process, then you will benefit no matter how good you are at it.

As you study this book, and continue with programming, remember that anything worth doing is difficult at first. Maybe you are the kind of person who is afraid of failure, so you give up at the first sign of difficulty. Maybe you never learned self-discipline, so you can't do anything that's "boring." Maybe you were told that you are "gifted," so you never attempt anything that might make you seem stupid or not a prodigy. Maybe you are competitive and unfairly compare yourself to someone like me who's been programming for more than 20 years.

Whatever your reason for wanting to quit, keep at it. Force yourself. If you run into a Study Drill you can't do, or a lesson you just do not understand, then skip it and come back to it later. Just keep going, because with programming there's this very odd thing that happens. At first, you will not understand anything. It'll be weird, just like with learning any human language. You will struggle with words, and not know what symbols are what, and it'll all be very confusing. Then one day BANG-your brain will snap and you will suddenly "get it." If you keep doing the exercises and keep trying to understand them, you will get it. You might not be a master coder, but you will at least understand how programming works.

If you give up, you won't ever reach this point. You will hit the first confusing thing (which is everything at first) and then stop. If you keep trying-keep typing it in, trying to understand it and reading about it-you will eventually get it. If you go through this whole book, and you still do not understand how to code, at least you gave it a shot. You can say you tried your best and a little more and it didn't work out, but at least you tried. You can be proud of that.

## A Warning for the Smarties

Sometimes people who already know a programming language will read this book and feel I'm insulting them. There is nothing in this book that is intended to be interpreted as condescending, insulting, or belittling. I simply know more about programming than my intended readers. If you think you are smarter than me, then you will feel talked down to and there's nothing I can do about that because you are not my intended reader.

If you are reading this book and flipping out at every third sentence because you feel I'm insulting your intelligence, then I have three points of advice for you:

1. Stop reading my book. I didn't write it for you. I wrote it for people who don't already know everything.
2. Empty before you fill. You will have a hard time learning from someone with more knowledge if you already know everything.
3. Go learn Lisp. I hear people who know everything really like Lisp.

For everyone else who's here to learn, just read everything as if I'm smiling and I have a mischievous little twinkle in my eye.

## EXERCISE 1

## A Good First Program

You should have spent a good amount of time in Exercise 0 learning how to install a text editor, run the text editor, run Terminal, and work with both of them. If you haven't done that, then do not go on. You will not have a good time. This is the only time I'll start an exercise with a warning that you should not skip or get ahead of yourself.

Type the following text into a single file named ex1.rb. Ruby works best with files ending in .rb.
ex1.rb

```
1 puts "Hello World!"
2 puts "He11o Again"
3 puts "I like typing this."
4 puts "This is fun."
5 puts "Yay! Printing."
6 puts "I'd much rather you 'not'."
7 puts 'I "said" do not touch this.'
```

If you are on Mac OS X, then this is what your text editor might look like if you use TextWrangler:


If you are on Windows using Notepad++, then this is what it would look like:


Don't worry if your editor doesn't look exactly the same, it should be close though. When you create this file, keep in mind these points:

1. I did not type the line numbers on the left. Those are printed in the book so I can talk about specific lines by saying, "See line 5." You do not type line numbers into Ruby scripts.
2. I have the puts at the beginning of the line and it looks exactly the same as what I have in ex1.rb. Exactly means exactly, not kind of sort of the same. Every single character has to match for it to work. Color doesn't matter, only the characters you type.

In Terminal run the file by typing:
ruby ex1.rb
If you did it right, then you should see the same output as in the What You Should See section of this exercise. If not, you have done something wrong. No, the computer is not wrong.

## What You Should See

On Mac OS X in Terminal you should see this:

```
@00 bash 唯 ruby - bash - 80\times24
$ ruby ex1.rb
Hello World!
Hello Again
I like typing this.
This is fun.
Yay! Printing.
I'd must rather you 'not'.
I "said" do not touch this.
$
```

On Windows in PowerShell you should see this:

```
4
Windows PowerShell
PS C:\Users\zed\lrthw> ruby ex1.rb
Hello World!
Hello Again
I like typing this.
This is fun.
Yay! Printing.
I'd must rather you 'not'.
I "said" do not touch this.
PS C:\Users\zed\lrthw\
```

You may see different names before the ruby ex1.rb command, but the important part is that you type the command and see the output is the same as mine.

If you have an error, it will look like this:

```
> ruby ex1.rb
```

ex1.rb:3: syntax error, unexpected tCONSTANT, expecting \$end puts "I like typing this."

It's important that you can read these error messages, because you will be making many of these mistakes. Even I make many of these mistakes. Let's look at this line by line.

1. We ran our command in Terminal to run the ex1.rb script.
2. Ruby tells us that the file ex1.rb has an error on line 3. The type of error is "syntax error," and then some programmer jargon you can usually ignore.
3. It prints the offending line of code for us to see.

WARNING! If you are from another country, and you get errors about ASCII encodings, then put this at the top of your Ruby scripts:

```
# -*- coding: utf-8 -*-
```

It will fix them so that you can use Unicode UTF-8 in your scripts without a problem.

## Study Drills

The Study Drills contain things you should try to do. If you can't, skip it and come back later. For this exercise, try these things:

1. Make your script print another line.
2. Make your script print only one of the lines.
3. Put a \# (octothorpe) character at the beginning of a line. What did it do? Try to find out what this character does.

From now on, I won't explain how each exercise works unless an exercise is different.

NOTE: An "octothorpe" is also called a "pound," "hash," "mesh," or any number of names. Pick the one that makes you chill out.

## Common Student Questions

These are actual questions that real students have asked when doing this exercise.
How do you get colors in your editor?
Save your file first as a .rb file, such as ex1.rb. Then you'll have color when you type.

I get ruby: No such file or directory - ex1.rb (LoadError).
You need to be in the same directory as the file you created. Make sure you use the cd command to go there first. For example, if you saved your file in $1 r$ thw/ex1.rb, then you would type cd $1 r$ thw/ before trying to run ruby ex1.rb. If you don't know what any of that means, then go through Appendix A.

## EXERCISE 2

## Comments and Pound Characters

Comments are very important in your programs. They are used to tell you what something does in English, and they are used to disable parts of your program if you need to remove them temporarily. Here's how you use comments in Ruby:
ex2.rb

```
# A comment, this is so you can read your program later.
2 # Anything after the # is ignored by ruby.
3
4 puts "I could have code like this." # and the comment after is ignored
5
# # You can also use a comment to "disable" or comment out a piece of code:
7 # puts "This won't run."
8
9 puts "This will run."
```

From now on, I'm going to write code like this. It is important for you to understand that everything does not have to be literal. Your screen and program may visually look different, but what's important is the text you type into the file you're writing in your text editor. In fact, I could work with any text editor and the results would be the same.

## What You Should See

Exercise 2 Session

```
$ ruby ex2.rb
I could have code like this.
This will run.
```

Again, I'm not going to show you screenshots of all the Terminals possible. You should understand that the above is not a literal translation of what your output should look like visually, but the text between the first \$ ruby . . . and last \$ lines will be what you focus on.

## Study Drills

1. Find out if you were right about what the \# character does and make sure you know what it's called (octothorpe or pound character).
2. Take your ex2.rb file and review each line going backward. Start at the last line, and check each word in reverse against what you should have typed.
3. Did you find more mistakes? Fix them.
4. Read what you typed out loud, including saying each character by its name. Did you find more mistakes? Fix them.

## Common Student Questions

Are you sure \# is called the pound character?
I call it the octothorpe because that is the only name that no country uses, and that works in every country. Every country thinks its name for this one character is both the most important way to do it and the only way it's done. To me, this is simply arrogance and, really, y'all should just chill out and focus on more important things like learning to code.

## If \# is for comments, then how come \# -*- coding: utf-8 -*- works?

Ruby still ignores that as code, but it's used as a kind of "hack" or workaround for problems with setting and detecting the format of a file. You will also find a similar kind of comment for editor settings.

Why does the \# in puts "Hi \# there." not get ignored?
The \# in that code is inside a string, so it will be put into the string until the ending " character is hit. These pound characters are just considered characters and aren't considered comments.

## How do I comment out multiple lines?

Put a \# in front of each one.

I can't figure out how to type a \# character on my country's keyboard.
Some countries use the Alt key and combinations of other keys to print characters foreign to their language. You'll have to look online in a search engine to see how to type it.

## Why do I have to read code backward?

It's a trick to make your brain not attach meaning to each part of the code, and doing that makes you process each piece exactly. This catches errors and is a handy error-checking technique.

This page intentionally left blank

## Command Line Crash Course

This appendix is a quick, super-fast course in using the command line. It is intended to be done rapidly in about a day or two, and is not meant to teach you advanced shell usage.

## Introduction: Shut Up and Shell

This appendix is a crash course in using the command line to make your computer perform tasks. As a crash course, it's not as detailed or extensive as my other books. It is simply designed to get you barely capable enough to start using your computer like a real programmer does. When you're done with this appendix, you will be able to give most of the basic commands that every shell user touches every day. You'll understand the basics of directories and a few other concepts.

The only piece of advice I am going to give you is this:
Shut up and type all of this in.
Sorry to be mean, but that's what you have to do. If you have an irrational fear of the command line, the only way to conquer an irrational fear is to just shut up and fight through it.

You are not going to destroy your computer. You are not going to be thrown into some jail at the bottom of Microsoft's Redmond campus. Your friends won't laugh at you for being a nerd. Simply ignore any stupid weird reasons you have for fearing the command line.

Why? Because if you want to learn to code, then you must learn this. Programming languages are advanced ways to control your computer with language. The command line is the little baby brother of programming languages. Learning the command line teaches you to control the computer using language. Once you get past that, you can then move on to writing code and feeling like you actually own the hunk of metal you just bought.

## How to Use This Appendix

The best way to use this appendix is to do the following:

- Get yourself a small paper notebook and a pen.
- Start at the beginning of the appendix and do each exercise exactly as you're told.
- When you read something that doesn't make sense or that you don't understand, write it down in your notebook. Leave a little space so you can write an answer.
- After you finish an exercise, go back through your notebook and review the questions you have. Try to answer them by searching online and asking friends who might know the answer. Email me at help@learncodethehardway.org and I'll help you, too.

Just keep going through this process of doing an exercise, writing down questions you have, then going back through and answering the questions you can. By the time you're done, you'll actually know a lot more than you think about using the command line.

## You Will Be Memorizing Things

I'm warning you ahead of time that I'm going to make you memorize things right away. This is the quickest way to get you capable at something, but for some people memorization is painful. Just fight through it and do it anyway. Memorization is an important skill in learning things, so you should get over your fear of it.

Here's how you memorize things:

- Tell yourself you will do it. Don't try to find tricks or easy ways out of it, just sit down and do it.
- Write what you want to memorize on some index cards. Put one half of what you need to learn on one side, then the other half on the other side.
- Every day for about 15-30 minutes, drill yourself on the index cards, trying to recall each one. Put any cards you don't get right into a different pile, just drill those cards until you get bored, and then try the whole deck and see if you improve.
- Before you go to bed, drill just the cards you got wrong for about 5 minutes, then go to sleep.

There are other techniques, like you can write what you need to learn on a sheet of paper, laminate it, then stick it to the wall of your shower. While you're bathing, drill the knowledge without looking, and when you get stuck glance at it to refresh your memory.

If you do this every day, you should be able to memorize most of the things I tell you to memorize in about a week to a month. Once you do, nearly everything else becomes easier and intuitive, which is the purpose of memorization. It's not to teach you abstract concepts, but rather to ingrain the basics so that they are intuitive and you don't have to think about them. Once you've memorized these basics, they stop being speed bumps preventing you from learning more advanced abstract concepts.

## The Setup

In this appendix you will be instructed to do three things:

- Do some things in your shell (command line, Terminal, PowerShell).
- Learn about what you just did.
- Do more on your own.

For this first exercise, you'll be expected to get your Terminal open and working so that you can do the rest of the appendix.

## Do This

Get your Terminal, shell, or PowerShell working so you can access it quickly and know that it works.

## Mac OS X

For Mac OS X you'll need to do this:

- Hold down the command key and hit the spacebar.
- In the top right corner, the blue "search bar" will pop up.
- Type: terminal
- Click on the Terminal application that looks kind of like a black box.
- This will open Terminal.
- You can now go to your dock and CTRL-click to pull up the menu, then select Options->Keep In dock.

Now you have your Terminal open and it's in your dock so you can get to it.

## Linux

I'm assuming that if you have Linux, then you already know how to get at your Terminal. Look through the menu for your window manager for anything named "Shell" or "Terminal."

## Windows

On Windows, we're going to use PowerShell. People used to work with a program called cmd.exe, but it's not nearly as usable as PowerShell. If you have Windows 7 or later, do this:

- Click Start.
- In "Search programs and files" type: powershell
- Hit Enter.

If you don't have Windows 7, you should seriously consider upgrading. If you still insist on not upgrading then you can try installing it from Microsoft's download center. Search online to find "powershell downloads" for your version of Windows. You are on your own, though, since I don't have Windows XP, but hopefully the PowerShell experience is the same.

## You Learned This

You learned how to get your Terminal open, so you can do the rest of this appendix.

WARNING! If you have that really smart friend who already knows Linux, ignore him when he tells you to use something other than bash. I'm teaching you bash. That's it. He will claim that zsh will give you 30 more IQ points and win you millions in the stock market. Ignore him. Your goal is to get capable enough and at this level it doesn't matter which shell you use. The next warning is stay off IRC or other places where "hackers" hang out. They think it's funny to hand you commands that can destroy your computer. The command rm -rf / is a classic that you must never type. Just avoid them. If you need help, make sure you get it from someone you trust and not from random idiots on the Internet.

## Do More

This exercise has a large "do more" part. The other exercises are not as involved as this one, but I'm having you prime your brain for the rest of the appendix by doing some memorization. Just trust me: this will make things silky smooth later on.

## Linux/Mac OS X

Take this list of commands and create index cards with the names on the left on one side, and the definitions on the other side. Drill them every day while continuing with the lessons in this appendix.

```
pwd print working directory
hostname my computer's network name
mkdir make directory
cd change directory
Is list directory
rmdir remove directory
pushd push directory
popd pop directory
cp copy a file or directory
mv move a file or directory
less page through a file
cat print the whole file
xargs execute arguments
find find files
grep find things inside files
man read a manual page
apropos find which man page is appropriate
env look at your environment
echo print some arguments
export export/set a new environment variable
exit exit the shell
sudo DANGER! become super user root DANGER!
```


## Windows

If you're using Windows, then here's your list of commands:
pwd print working directory
hostname my computer's network name
mkdir make directory

```
cd change directory
Is list directory
rmdir remove directory
pushd push directory
popd pop directory
cp copy a file or directory
robocopy robust copy
mv move a file or directory
more page through a file
type print the whole file
forfiles run a command on lots of files
dir -r find files
select-string find things inside files
help read a manual page
helpctr find which manual page is appropriate
echo print some arguments
set export/set a new environment variable
exit exit the shell
runas DANGER! become super user root DANGER!
```

Drill, drill, drill! Drill until you can say these phrases right away when you see that word. Then drill the inverse, so that you read the phrase and know which command will do that. You're building your vocabulary by doing this, but don't spend so much time you go nuts and get bored.

## Paths, Folders, and Directories (pwd)

In this exercise you learn how to print your working directory with the pwd command.

## Do This

I'm going to teach you how to read these "sessions" that I show you. You don't have to type everything I list here, just some of the parts:

- You do not type in the \$ (UNIX) or > (Windows). That's just me showing you my session so you can see what I got.
- You type in the stuff after \$ or >, then hit Enter. So if I have \$ pwd, you type just pwd and hit Enter.
- You can then see what I have for output followed by another $\$$ or $>$ prompt. That content is the output and you should see the same output.

Let's do a simple first command so you can get the hang of this:

## Linux/OS X

Exercise 2 Session

```
$ pwd
/Users/zedshaw
$
```


## Windows

PS C:\Users\zed> pwd

Path

C: \Users\zed

PS C:\Users\zed>

WARNING! In this appendix I need to save space so that you can focus on the important details of the commands. To do this, I'm going to strip out the first part of the prompt (the PS C: \Users \zed above) and leave just the little > part. This means your prompt won't look exactly the same, but don't worry about that.

Remember that from now on l'll include only the > to tell you that's the prompt. I'm doing the same thing for the UNIX prompts, but UNIX prompts are so varied that most people get used to $\$$ meaning "just the prompt."

## You Learned This

Your prompt will look different from mine. You may have your user name before the $\$$ and the name of your computer. On Windows it will probably look different, too. The key is that you see this pattern:

- There's a prompt.
- You type a command there. In this case, it's pwd.
- It printed something.
- Repeat.

You just learned what pwd does, which means "print working directory." What's a directory? It's a folder. Folder and directory are the same thing, and they're used interchangeably. When you open your file browser on your computer to graphically find files, you are walking through folders. Those folders are the exact same things as these "directories" we're going to work with.

## Do More

- Type pwd 20 times and each time say "print working directory."
- Write down the path that this command gives you. Find it with your graphical file browser of choice.
- No, seriously, type it 20 times and say it out loud. Sssh. Just do it.


## If You Get Lost

As you go through these instructions, you may get lost. You may not know where you are or where a file is and have no idea how to continue. To solve this problem, I am going to teach you the commands to type to stop being lost.

Whenever you get lost, it is most likely because you were typing commands and have no idea where you've ended up. What you should do is type pwd to print your current directory. This tells you where you are.

The next thing you need is a way of getting back to where you are safe, your home. To do this, type cd ~ and you are back in your home.

This means if you get lost at any time, you should type:
pwd
cd ~
The first command pwd tells you where you are. The second command cd ~ takes you home so you can try again.

## Do This

Right now figure out where you are, and then go home using pwd and $\mathrm{cd} \sim$. This will ensure that you are always in the right place.

## You Learned This

How to get back to your home if you ever get lost.

## Make a Directory (mkdir)

In this exercise you learn how to make a new directory (folder) using the mkdir command.

## Do This

Remember! You need to go home first! Do your pwd and then cd ~ before doing this exercise. Before you do all exercises in this appendix, always go home first!

Linux/OS $X$

```
$ pwd
$ cd ~
$ mkdir temp
$ mkdir temp/stuff
$ mkdir temp/stuff/things
$ mkdir -p temp/stuff/things/frank/joe/alex/john
$
```


## Windows

```
> pwd
> cd ~
> mkdir temp
```


## Directory: C:\Users\zed

| Mode | LastWriteTime | Length Name |
| :--- | ---: | ---: |
| ---- | ------------- | --------- |
| d---- | $12 / 17 / 2011 \quad 9: 02 \mathrm{AM}$ | temp |

> mkdir temp/stuff

## Directory: C:\Users\zed\temp

| Mode | LastWriteTime | Length Name |
| :--- | ---: | ---: |
| ---- | ------------ | -------- |
| d---- | $12 / 17 / 2011$ | $9: 02$ AM |

> mkdir temp/stuff/things

## Directory: C:\Users\zed \temp\stuff

| Mode | LastWriteTime | Length Name |
| :--- | ---: | ---: |
| ---- | ------------ | --------- |
| d---- | $12 / 17 / 2011$ | $9: 03$ AM |

> mkdir temp/stuff/things/frank/joe/alex/john

## Directory: C:\Users $\backslash z e d \backslash t e m p \backslash s t u f f \backslash t h i n g s \backslash f r a n k \backslash j o e \backslash a 1 e x$



This is the only time l'll list the pwd and cd $\sim$ commands. They are expected in the exercises every time. Do them all the time.

## You Learned This

Now we get into typing more than one command. These are all the different ways you can run mkdir. What does mkdir do? It make directories. Why are you asking that? You should be doing your index cards and getting your commands memorized. If you don't know that "mkdir makes directories," then keep working the index cards.

What does it mean to make a directory? You might call directories "folders." They're the same thing. All you did in this exercise is create directories inside directories inside of more directories. This is called a "path" and it's a way of saying "first temp, then stuff, then things, and that's where I want it." It's a set of directions to the computer of where you want to put something in the tree of folders (directories) that make up your computer's hard disk.

WARNING! In this appendix I'm using the / (slash) character for all paths since it works the same on all computers now. However, Windows users need to know that you can also use the $\backslash$ (backslash) character and other Windows users will expect that at times.

## Do More

- The concept of a "path" might confuse you at this point. Don't worry. We'll do a lot more with them and then you'll get it.
- Make 20 other directories inside the temp directory in various levels. Go look at them with a graphical file browser.
- Make a directory with a space in the name by putting quotes around it: mkdir "I Have Fun"
- If the temp directory already exists, then you'll get an error. Use cd to change to a work directory that you can control and try it there. On Windows, Desktop is a good place.


## Change Directory (cd)

In this exercise you learn how to change from one directory to another using the cd command.

## Do This

I'm going to give you the instructions for these sessions one more time:

- You do not type in the $\$$ (UNIX) or $>$ (Windows).
- You type in the stuff after this, then hit Enter. If I have \$ cd temp you just type cd temp and hit Enter.
- The output comes after you hit Enter, followed by another \$ or > prompt.
- Always go home first! Do pwd and then cd ~ so you go back to your starting point.


## Linux/OS X

Exercise 5 Session

```
$ cd temp
$ pwd
~/temp
$ cd stuff
$ pwd
~/temp/stuff
$ cd things
$ pwd
~/temp/stuff/things
$ cd frank/
$ pwd
~/temp/stuff/things/frank
$ cd joe/
$ pwd
~/temp/stuff/things/frank/joe
$ cd alex/
$ pwd
~/temp/stuff/things/frank/joe/a1ex
$ cd john/
$ pwd
~/temp/stuff/things/frank/joe/alex/john
```

```
$ cd ..
$ cd ..
$ pwd
~/temp/stuff/things/frank/joe
$ cd ..
$ cd ..
$ pwd
~/temp/stuff/things
$ cd ../../..
$ pwd
~/
$ cd temp/stuff/things/frank/joe/alex/john
$ pwd
~/temp/stuff/things/frank/joe/a1ex/john
$ cd ../../../../../../../
$ pwd
~/
$
```

Windows
> cd temp
> pwd

Path
----
C: \Users $\backslash$ zed $\backslash$ temp
> cd stuff
> pwd

Path
----
C: \Users\zed\temp\stuff
> cd things
> pwd

Path
$C: \backslash$ Users $\backslash$ zed $\backslash$ temp $\backslash$ stuff $\backslash$ things
> cd frank
> pwd

Path
----
$C: \backslash$ Users $\backslash z e d \backslash$ temp $\backslash s t u f f \backslash$ things $\backslash$ frank
> cd joe
> pwd

Path

C: \Users $\backslash z e d \backslash$ temp $\backslash$ stuff $\backslash$ things $\backslash$ frank $\backslash$ joe
> cd alex
> pwd

Path
----
$C: \backslash U s e r s \backslash z e d \backslash t e m p \backslash s t u f f \backslash t h i n g s \backslash f r a n k \backslash j o e \backslash a l e x$
> cd john
> pwd

Path
$C: \backslash U s e r s \backslash z e d \backslash t e m p \backslash s t u f f \backslash t h i n g s \backslash f r a n k \backslash j o e \backslash a 1 e x \backslash j o h n$
$>\mathrm{cd} .$.

```
> cd ..
> cd ..
> pwd
Path
C:\Users\zed\temp\stuff\things\frank
> cd ../..
> pwd
Path
C:\Users\zed\temp\stuff
> cd ..
> cd ..
> cd temp/stuff/things/frank/joe/alex/john
> cd ../../../../../../../
> pwd
Path
----
C: \Users\zed
```


## You Learned This

You made all these directories in the last exercise, and now you're just moving around inside them with the cd command. In my session, I also use pwd to check where I am, so remember not to type the output that pwd prints. For example, on line 3 you see $\sim /$ temp but that's the output of pwd from the prompt above it. Do not type this in.

You should also see how I use the . . to move "up" in the tree and path.

## Do More

A very important part of learning to use the command line interface (CLI) on a computer with a graphical user interface (GUI) is figuring out how they work together. When I started using computers, there was no "GUI" and you did everything with the DOS prompt (the CLI). Later, when computers became powerful enough that everyone could have graphics, it was simple for me to match CLI directories with GUI windows and folders.

Most people today, however, have no comprehension of the CLI, paths, and directories. In fact, it's very difficult to teach it to them and the only way to learn about the connection is for you to constantly work with the CLI until one day it clicks that things you do in the GUI will show up in the CLI.

The way you do this is by spending some time finding directories with your GUI file browser, then going to them with your CLI. This is what you'll do next.

- cd to the joe directory with one command.
- cd back to temp with one command, but not further above that.
- Find out how to cd to your "home directory" with one command.
- cd to your Documents directory, then find it with your GUI file browser (e.g., Finder, Windows Explorer, etc.).
- cd to your Downloads directory, then find it with your file browser.
- Find another directory with your file browser, then cd to it.
- Remember when you put quotes around a directory with spaces in it? You can do that with any command. For example, if you have a directory I Have Fun, then you can do: cd "I Have Fun"


## List Directory (ls)

In this exercise you learn how to list the contents of a directory with the 1 s command.

## Do This

Before you start, make sure you cd back to the directory above temp. If you have no idea where you are, use pwd to figure it out and then move there.

## Linux/OS X

```
$ cd temp
$ 1s
stuff
$ cd stuff
$ 1s
things
$ cd things
$ 1s
frank
$ cd frank
$ 1s
joe
$ cd joe
$ 1s
alex
$ cd alex
$ 1s
$ cd john
$ 1s
$ cd ..
$ 1s
john
$ cd ../../../
$ 1s
frank
$ cd ../../
$ 1s
stuff
$
```

Windows

```
> cd temp
> 1s
```


## Directory: C:\Users\zed\temp



## Directory: C:\Users\zed $\backslash$ temp $\backslash$ stuff



```
> cd things
```

$>1 \mathrm{~s}$

Directory: C:\Users\zed\temp\stuff\things

| Mode | LastWriteTime | Length Name |
| :---: | :---: | :---: |
|  | ------------- | ------ ---- |
| d---- | 12/17/2011 9:03 AM | frank |

> cd frank
> 1 s

## Directory: C:\Users\zed\temp\stuff\things\frank



## Directory: C:\Users\zed\temp\stuff\things\frank\joe

| Mode | LastWriteTime | Length Name |
| :--- | ---: | ---: |
| ---- | ------------ | --------- |
| d---- | $12 / 17 / 2011$ | $9: 03$ AM |

```
> cd alex
```

$>1 \mathrm{~s}$

Directory: C:\Users $\backslash z e d \backslash t e m p \backslash s t u f f \backslash t h i n g s \backslash f r a n k \backslash j o e \backslash a 1 e x$

| Mode | LastWriteTime | Length Name |
| :---: | :---: | :---: |
|  |  |  |
| d---- | 12/17/2011 9:03 AM | john |

```
> cd john
> 1s
> cd ..
> 1s
```

Directory: C:\Users $\backslash$ zed $\backslash$ temp $\backslash$ stuff $\backslash$ things $\backslash f r a n k \backslash j o e \backslash a 1 e x ~$

| Mode | LastWriteTime |  | Length Name |
| :---: | :---: | :---: | :---: |
| d---- | 12/17/2011 | 9:03 AM | john |

# Directory: C:\Users\zed\temp\stuff\things\frank\joe 

| Mode | LastWriteTime | Length Name |
| :--- | ---: | ---: |
| ---- | -------------- | ------ |
| d---- | $12 / 17 / 2011$ | $9: 03$ AM |

Directory: C:\Users $\backslash$ zed $\backslash$ temp $\backslash$ stuff

> cd ..
> 1 s

## Directory: C:\Users $\backslash$ zed $\backslash$ temp

| Mode | LastWriteTime |  | Length Name |
| :---: | :---: | :---: | :---: |
| ---- |  |  | - |
| d---- | 12/17/2011 | 9:03 AM | stuff |

## You Learned This

The 1 s command lists out the contents of the directory you are currently in. You can see me use cd to change into different directories and then list what's in them so I know which directory to go to next.

There are a lot of options for the 1s command, but you'll learn how to get help on those later when we cover the help command.

## Do More

- Type every one of these commands in! You have to actually type these to learn them. Just reading them is not good enough. I'll stop yelling now.
- On UNIX, try the 1s -1R command while you're in temp.
- On Windows, do the same thing with dir -R.
- Use cd to get to other directories on your computer and then use 1 s to see what's in them.
- Update your notebook with new questions. I know you probably have some, because I'm not covering everything about this command.
- Remember that if you get lost, then use 1 s and pwd to figure out where you are, then go to where you need to be with cd.


## Remove Directory (rmdir)

In this exercise you learn how to remove an empty directory.

## Do This

Linux/OS X

```
$ cd temp
$ 1s
stuff
$ cd stuff/things/frank/joe/alex/john/
$ cd ..
$ rmdir john
$ cd ..
$ rmdir alex
$ cd ..
$ 1s
joe
$ rmdir joe
$ cd ..
$ 1s
frank
$ rmdir frank
$ cd ..
$ 1s
things
$ rmdir things
$ cd ..
$ 1s
stuff
$ rmdir stuff
$ pwd
~/temp
$
```

WARNING! If you try to do rmdir on Mac OS X and it refuses to remove the directory even though you are positive it's empty, then there is actually a file in there called .DS_Store. In that case, type rm -rf <dir> instead (replace <dir> with the directory name).

Windows

```
> cd temp
> 1s
```


## Directory: C:\Users\zed\temp

| Mode | LastWriteTime | Length Name |
| :---: | :---: | :---: |
| --- | ------------- | - |
| d---- | 12/17/2011 9:03 AM | stuff |

> cd stuff/things/frank/joe/alex/john/
> cd ..
> rmdir john
> cd ..
> rmdir alex
$>\mathrm{cd}$. .
> rmdir joe
> cd ..
> rmdir frank
> cd ..
$>1 \mathrm{~s}$

## Directory: C:\Users\zed\temp\stuff

| Mode | LastWriteTime |  | Length Name |
| :---: | :---: | :---: | :---: |
|  |  |  |  |
| d---- | 12/17/2011 | 9:14 AM | things |

> rmdir things
> cd ..
$>1 \mathrm{~s}$

## Directory: C:\Users\zed $\backslash$ temp


> rmdir stuff
> pwd

Path
----
C: \Users\zed $\backslash$ temp

```
> cd ..
```

$>$

## You Learned This

I'm now mixing up the commands so make sure you type them exactly and pay attention. Every time you make a mistake, it's because you aren't paying attention. If you find yourself making many mistakes, then take a break or just quit for the day. You've always got tomorrow to try again.

In this example you'll learn how to remove a directory. It's easy. You just go to the directory right above it, then type rmdir <dir>, replacing <dir> with the name of the directory to remove.

## Do More

- Make 20 more directories and remove them all.
- Make a single path of directories that is 10 deep and remove them one at a time just like I did.
- If you try to remove a directory with content you will get an error. I'll show you how to remove these in later exercises.


## Moving Around (pushd, popd)

In this exercise you learn how to save your current location and go to a new location with pushd. You then learn how to return to the saved location with popd.

## Do This

Linux/OS X

```
$ cd temp
$ mkdir -p i/like/icecream
$ pushd i/like/icecream
~/temp/i/like/icecream ~/temp
$ popd
~/temp
$ pwd
~/temp
$ pushd i/like
~/temp/i/like ~/temp
$ pwd
~/temp/i/like
$ pushd icecream
~/temp/i/like/icecream ~/temp/i/like ~/temp
$ pwd
~/temp/i/like/icecream
$ popd
~/temp/i/like ~/temp
$ pwd
~/temp/i/like
$ popd
~/temp
$ pushd i/like/icecream
~/temp/i/like/icecream ~/temp
$ pushd
~/temp ~/temp/i/like/icecream
$ pwd
~/temp
$ pushd
```

```
~/temp/i/like/icecream ~/temp
$ pwd
~/temp/i/like/icecream
$
```

Windows

```
> cd temp
> mkdir -p i/like/icecream
```


## Directory: C:\Users\zed\temp\i\1ike

| Mode | LastWriteTime | Length Name |
| :--- | ---: | :--- |
| ---- | ------------ | -------- |
| d---- | $12 / 20 / 2011$ 11:05 AM | icecream |

> pushd i/like/icecream
> popd
> pwd

Path
----
C:\Users\zed\temp
> pushd i/like
> pwd

Path

C: \Users $\backslash$ zed $\backslash$ temp $\backslash i \backslash 1 i k e ~$
> pushd icecream
> pwd

```
Path
C:\Users\zed\temp\i\like\icecream
> popd
> pwd
Path
C:\Users\zed\temp\i\like
> popd
>
```


## You Learned This

You're getting into programmer territory with these commands, but they're so handy I have to teach them to you. These commands let you temporarily go to a different directory and then come back, easily switching between the two.

The pushd command takes your current directory and "pushes" it into a list for later, then it changes to another directory. It's like saying, "Save where I am, then go here."

The popd command takes the last directory you pushed and "pops" it off, taking you back there.
Finally, on UNIX, the command pushd, if you run it by itself with no arguments, will switch between your current directory and the last one you pushed. It's an easy way to switch between two directories. This does not work in PowerShell.

## Do More

- Use these commands to move around directories all over your computer.
- Remove the i/like/icecream directories and make your own, then move around in them.
- Explain to yourself the output that pushd and popd will print out for you. Notice how it works like a stack?
- You already know this, but remember that mkdir -p will make an entire path even if all the directories don't exist. That's what I did very first for this exercise.


## Making Empty Files (Touch, New-Item)

In this exercise you learn how to make an empty file using the touch (new-item on Windows) command.

## Do This

Linux/OS X

```
$ cd temp
$ touch iamcool.txt
$ 1s
iamcool.txt
$
```

Windows
> cd temp
> New-Item iamcool.txt -type file
$>1 \mathrm{~s}$

Directory: C:\Users $\backslash z e d \backslash t e m p$


## You Learned This

You learned how to make an empty file. On UNIX touch does this, and it also changes the times on the file. I rarely use it for anything other than making empty files. On Windows, you don't have this command, so you learned how to use the New-Item command, which does the same thing but can also make new directories.

## Do More

- UNIX: Make a directory, change to it, and then make a file in it. Then move up one level and run the rmdir command in this directory. You should get an error. Try to understand why you got this error.
- Windows: Do the same thing, but you won't get an error. You'll get a prompt asking if you really want to remove the directory.


## Copy a File (cp)

In this exercise you learn how to copy a file from one location to another with the cp command.

## Do This

## Linux/OS X

```
$ cd temp
$ cp iamcool.txt neat.txt
$ 1s
iamcool.txt neat.txt
$ cp neat.txt awesome.txt
$ 1s
awesome.txt iamcool.txt neat.txt
$ cp awesome.txt thefourthfile.txt
$ 1s
awesome.txt iamcool.txt neat.txt thefourthfile.txt
$ mkdir something
$ cp awesome.txt something/
$ 1s
awesome.txt iamcool.txt neat.txt something thefourthfile.txt
```

```
$ 1s something/
awesome.txt
$ cp -r something newplace
$ 1s newplace/
awesome.txt
$
```

Windows

```
> cd temp
> cp iamcool.txt neat.txt
> 1s
```

Directory: C:\Users $\backslash z e d \backslash t e m p$

| Mode | LastWriteTime | Length Name |  |
| :--- | :---: | ---: | :--- |
| ---- | ----------- | -------- |  |
| -a--- | $12 / 22 / 2011$ | $4: 49 \mathrm{PM}$ | 0 iamcool.txt |
| -a--- | $12 / 22 / 2011$ | $4: 49 \mathrm{PM}$ | 0 neat.txt |

> cp neat.txt awesome.txt
$>1 \mathrm{~s}$

Directory: C:\Users\zed\temp

| Mode | LastWriteTime | Length Name |  |
| :--- | ---: | ---: | ---: |
| ---- | ----------- |  | -------- |
| -a--- | $12 / 22 / 2011$ | $4: 49 \mathrm{PM}$ | 0 awesome.txt |
| -a--- | $12 / 22 / 2011$ | $4: 49 \mathrm{PM}$ | 0 iamcool.txt |
| -a--- | $12 / 22 / 2011$ | $4: 49 \mathrm{PM}$ | 0 neat.txt |

> cp awesome.txt thefourthfile.txt
$>1 \mathrm{~s}$

Directory: C:\Users\zed\temp

| Mode |  |
| :--- | :--- |
| ---- |  |
| -a--- | $12 / 22 / 2$ |
| -a--- | $12 / 22$ |
| -a--- | $12 / 22 / 2$ |
| -a--- | $12 / 22$ |
|  |  |
| > mkdir something |  |

## Directory: C:\Users\zed\temp

| Mode | LastWrit |
| :--- | ---: |
| ---- | -------- |
| d---- |  |
|  |  |
| $>$ |  |
| $>$ cp awesome.txt something/ |  |
| $>12$ |  |

Directory: C:\Users $\backslash$ zed $\backslash$ temp

| Mode | LastWriteTime |  | Length Name |
| :---: | :---: | :---: | :---: |
| d---- | 12/22/2011 | 4:52 PM | something |
| -a--- | 12/22/2011 | 4:49 PM | 0 awesome.txt |
| -a- | 12/22/2011 | 4:49 PM | 0 iamcool.txt |
| -a--- | 12/22/2011 | 4:49 PM | 0 neat.txt |
| -a--- | 12/22/2011 | 4:49 PM | 0 thefourthfi |

Length Name

0 awesome.txt
0 iamcool.txt
0 neat.txt
0 thefourthfile.txt

## Length Name



0 iamcool.txt

0 thefourthfile.txt
> 1 s something

Directory: C:\Users $\backslash z e d \backslash$ temp $\backslash$ something

> cp -recurse something newplace
> 1s newplace

Directory: C:\Users\zed $\backslash$ temp $\backslash$ newplace

| Mode | LastWriteTime | Length Name |
| :--- | ---: | ---: |
| ---- | ------------ | --------- |
| -a--- | $12 / 22 / 2011$ | $4: 49 \mathrm{PM}$ |

## You Learned This

Now you can copy files. It's simple to just take a file and copy it to a new one. In this exercise I also make a new directory and copy a file into that directory.

I'm going to tell you a secret about programmers and system administrators now: they are lazy. I'm lazy. My friends are lazy. That's why we use computers. We like to make computers do boring things for us. In the exercises so far you have been typing repetitive boring commands so that you can learn them, but usually it's not like this. Usually if you find yourself doing something boring and repetitive, there's probably a programmer who has figured out how to make it easier. You just don't know about it.

The other thing about programmers is they aren't nearly as clever as you think. If you overthink what to type, then you'll probably get it wrong. Instead, try to imagine what the name of a command is and try it. Chances are that it's a name or some abbreviation similar to what you thought it was. If you still can't figure it out intuitively, then ask around and search online. Hopefully it's not something really stupid like ROBOCOPY.

## Do More

- Use the cp -r command to copy more directories with files in them.
- Copy a file to your home directory or desktop.
- Find these files in your graphical user interface and open them in a text editor.
- Notice how sometimes I put a / (slash) at the end of a directory? That makes sure the file is really a directory, so if the directory doesn't exist l'll get an error.


## Moving a File (mv)

In this exercise you learn how to move a file from one location to another using the mv command.

## Do This

## Linux/OS X

```
$ cd temp
$ mv awesome.txt uncool.txt
$ 1s
newplace uncool.txt
$ mv newplace oldplace
$ 1s
oldplace uncool.txt
$ mv oldplace newplace
$ 1s
newplace uncool.txt
$
```

Windows

```
> cd temp
> mv awesome.txt uncool.txt
> 1s
```


## Directory: C:\Users\zed\temp


> mv newplace oldplace
$>1 \mathrm{~s}$

Directory: C:\Users\zed \temp

| Mode | LastWriteTime |  | Length Name |
| :--- | :--- | :--- | :--- |
| ---- | ----------- |  | --------- |
| d---- | $12 / 22 / 2011$ | $4: 52 \mathrm{PM}$ | oldplace |
| d---- | $12 / 22 / 2011$ | $4: 52 \mathrm{PM}$ | something |
| -a--- | $12 / 22 / 2011$ | $4: 49 \mathrm{PM}$ | 0 iamcool.txt |
| -a--- | $12 / 22 / 2011$ | $4: 49 \mathrm{PM}$ | 0 neat.txt |
| -a--- | $12 / 22 / 2011$ | $4: 49 \mathrm{PM}$ | 0 thefourthfile.txt |
| -a--- | $12 / 22 / 2011$ | $4: 49 \mathrm{PM}$ | 0 uncool.txt |

[^0]
## Directory: C:\Users\zed\temp\newp1ace

| Mode | LastWriteTime |  | Length Name |
| :---: | :---: | :---: | :---: |
| -a--- | 12/22/2011 | 4:49 PM | 0 awesome.txt |

## Directory: C:\Users $\backslash$ zed $\backslash$ temp

| Mode | LastWriteTime |  | Length Name |
| :--- | :--- | :--- | :--- |
| ---- | ---------- |  | --------- |
| d---- | $12 / 22 / 2011$ | $4: 52 ~ P M$ | newplace |
| d---- | $12 / 22 / 2011$ | $4: 52 \mathrm{PM}$ | something |
| -a--- | $12 / 22 / 2011$ | $4: 49 \mathrm{PM}$ | 0 iamcool.txt |
| -a--- | $12 / 22 / 2011$ | $4: 49 \mathrm{PM}$ | 0 neat.txt |
| -a--- | $12 / 22 / 2011$ | $4: 49 \mathrm{PM}$ | 0 thefourthfile.txt |
| -a--- | $12 / 22 / 2011$ | $4: 49 \mathrm{PM}$ | 0 uncool.txt |

## You Learned This

Moving files or, rather, renaming them. It's easy: give the old name and the new name.

## Do More

- Move a file in the newplace directory to another directory, then move it back.


## View a File (less, MORE)

To do this exercise you're going to do some work using the commands you know so far. You'll also need a text editor that can make plain text (.txt) files. Here's what you do:

- Open your text editor and type some stuff into a new file. On OS X this could be TextWrangler. On Windows this might be Notepad++. On Linux this could be gedit. Any editor will work.
- Save that file to your desktop and name it test. txt.
- In your shell use the commands you know to copy this file to your temp directory that you've been working with.

Once you've done that, complete this exercise.

## Do This

## Linux/OS X

```
$ less test.txt
[displays file here]
$
```

That's it. To get out of 1ess, just type q (as in quit).

## Windows

```
> more test.txt
[displays file here]
```

>

WARNING! In the output I'm showing [displays file here] to "abbreviate" what that program shows. I'll do this when I mean to say, "Showing you the output of this program is too complex, so just insert what you see on your computer here and pretend I did show it to you." Your screen will not actually show this.

## You Learned This

This is one way to look at the contents of a file. It's useful because, if the file has many lines, it will "page" so that only one screenful at a time is visible. In the Do More section, you'll play with this some more.

## Do More

- Open your text file again and repeatedly copy-paste the text so that it's about 50-100 lines long.
- Copy it to your temp directory again so you can look at it.
- Now do the exercise again, but this time page through it. On UNIX you use the spacebar and w (the letter w) to go down and up. Arrow keys also work. On Windows, just hit the spacebar to page through.
- Look at some of the empty files you created.
- The cp command will overwrite files that already exist, so be careful when copying files around.


## Stream a File (cat)

You're going to do some more setup for this one so you get used to making files in one program and then accessing them from the command line. With the same text editor from the last exercise, create another file named test2. txt but this time save it directly to your temp directory.

## Do This

## Linux/OS X

Exercise 13 Session

```
$ less test2.txt
[displays file here]
$ cat test2.txt
I am a fun guy.
Don't you know why?
Because I make poems,
that make babies cry.
$ cat test.txt
Hi there this is cool.
$
```


## Windows

> more test2.txt
[displays file here]
> cat test2.txt
I am a fun guy.
Don't you know why?

```
Because I make poems,
that make babies cry.
> cat test.txt
Hi there this is cool.
```

Remember that when Isay [displays file here], I'm abbreviating the output of that command so I don't have to show you exactly everything.

## You Learned This

Do you like my poem? Totally going to win a Nobel. Anyway, you already know the first command, and I'm just having you check that your file is there. Then you cat the file to the screen. This command spews the whole file to the screen with no paging or stopping. To demonstrate that, I have you do this to the test. txt, which should just spew a bunch of lines from that exercise.

## Do More

- Make a few more text files and work with cat.
- UNIX: Try cat test.txt test2.txt and see what it does.
- Windows: Try cat test.txt, test2.txt and see what it does.


## Removing a File (rm)

In this exercise you learn how to remove (delete) a file using the rm command.

## Do This

Linux/OS X

```
$ cd temp
$ 1s
uncool.txt iamcool.txt neat.txt something thefourthfile.txt
$ rm uncool.txt
$ 1s
```

```
iamcool.txt neat.txt something thefourthfile.txt
$ rm iamcool.txt neat.txt thefourthfile.txt
$ 1s
something
$ cp -r something newplace
$
$ rm something/awesome.txt
$ rmdir something
$ rm -rf newplace
$ 1s
$
```

Windows

```
> cd temp
> 1s
```

Directory: C:\Users\zed $\backslash$ temp

| Mode | LastWriteTime |  | Length Name |
| :---: | :---: | :---: | :---: |
| d---- | 12/22/2011 | 4:52 PM | newplace |
| d---- | 12/22/2011 | 4:52 PM | something |
| -a--- | 12/22/2011 | 4:49 PM | 0 iamcool.txt |
| -a--- | 12/22/2011 | 4:49 PM | 0 neat.txt |
| -a--- | 12/22/2011 | 4:49 PM | 0 thefourthfile.txt |
| -a--- | 12/22/2011 | 4:49 PM | 0 uncool.txt |

> rm uncool.txt
$>1 \mathrm{~s}$

## Directory: C:\Users\zed\temp

| Mode | LastWriteTime |  | Length Name |
| :--- | :--- | :---: | :---: |
| ---- | ----------- |  | --------- |
| d---- | $12 / 22 / 2011$ | $4: 52 ~ P M$ | newplace |
| d---- | $12 / 22 / 2011$ | $4: 52 \mathrm{PM}$ | something |
| -a--- | $12 / 22 / 2011$ | $4: 49 \mathrm{PM}$ | 0 iamcool.txt |
| -a--- | $12 / 22 / 2011$ | $4: 49 \mathrm{PM}$ | 0 neat.txt |
| -a--- | $12 / 22 / 2011$ | $4: 49 \mathrm{PM}$ | 0 thefourthfile.txt |

```
> rm iamcool.txt
```

> rm neat.txt
$>r m$ thefourthfile.txt
$>1 \mathrm{~s}$

Directory: C:\Users\zed\temp

| Mode | LastWriteTime | Length Name |  |  |
| :--- | ---: | ---: | ---: | :--- |
| ---- | ----------- | --------- |  |  |
| d---- | $12 / 22 / 2011$ | $4: 52 ~ P M$ |  | newplace |
| d---- | $12 / 22 / 2011$ | $4: 52 ~ P M$ |  | something |

```
> cp -r something newplace
```

> rm something/awesome.txt
> rmdir something
> rm -r newplace
$>1 \mathrm{~s}$

## You Learned This

Here we clean up the files from the last exercise. Remember when I had you try to rmdir on a directory with something in it? Well, that failed because you can't remove a directory with files in it. Instead you have to remove the file, or recursively delete all of its contents. That's what you did at the end of this example.

## Do More

- Clean up everything in temp from all the exercises so far.
- Write in your notebook to be careful when running recursive remove commands on files.


## Exiting Your Terminal (exit)

## Do This

## Linux/OS X

Exercise 23 Session
\$ exit

## Windows

```
> exit
```


## You Learned This

Your final exercise is how to exit a Terminal. Again, this is very easy, but l'm going to have you do more.

## Do More

For your last set of exercises, I want you to use the help system to look up a set of commands you should research and learn how to use on your own.

Here's the list for UNIX:

- xargs
- sudo
- chmod
- chown

For Windows, look up these things:

- forfiles
- runas
- attrib
- icacls

Find out what these are, play with them, and then add them to your index cards.

## Command Line Next Steps

You have completed the crash course. At this point you should be a barely capable shell user. There's a huge list of tricks and key sequences you don't know yet, and I'm going to give you a few final places to go research more.

## UNIX Bash References

The shell you've been using is called bash. It's not the greatest shell but it's everywhere and has a lot of features so it's a good start. Here's a short list of links about bash you should visit:

Bash Cheat Sheet http://cli.learncodethehardway.org/bash_cheat_sheet.pdf created by Raphael and CC licensed.

Reference Manual http://www.gnu.org/software/bash/manual/bashref.html

## PowerShell References

On Windows, there's really only PowerShell. Here's a list of useful links related to PowerShell:
Owner's Manual http://technet.microsoft.com/en-us/library/ee221100.aspx
Cheat Sheet http://www.microsoft.com/download/en/details.aspx?displaylang=en\&id=7097
Master PowerShell http://powershell.com/cs/blogs/ebook/default.aspx

## Index

## Symbols

" (double quotes)
escaping, 38
strings and, 28, 33
variables and, 30
' (single quotes)
escaping, 38
strings and, 33
variables and, 30
" " " (triple quotes), 37-38
/ (forward-slash) characters, 38-40
$\backslash$ (backslash) characters, 38-40
_ (underscore) characters, 24
|| (or) expressions, 91-96
+= (increment by) operators, 71-72, 99
= (equal) characters
== vs., 25
ARGV and, 46-51
in asking questions of users, 42
escaping quotes, 38
format strings and, 34-37
naming variables with, 24-26
printing variables with, 28-29
returning values from functions with, 74-76
setting variables to numbers, 44-45
setting variables to strings, 30-33
== (double equal) characters, 25, 92-96
! (not) expressions, 91-96
! = (not equal) characters, 91-96
\# (pound) characters, 18-19
\#\# ?? comments, 159-161
\#\{\} (format activators), 28, 35
\% (modulus) operators, 22, 35
\%\{\} (format activators), 35
\&\& (and) expressions, 91-96
*args (asterisk args), 63-65
@ (object scope), 125, 149-151
[ (left bracket), opening arrays with, 106-108
] (right bracket), closing arrays with, 106-108
> (prompts), 50-51

## Numbers

2-dimensional (2D) arrays, 108
8080 port, 219-223

## A

Addresses, defined, 225
Advanced user input
exceptions in, 206
game lexicon and, 204-206
introduction to, 204
lexicon types in, 205
numbers in, 206
questions about, 210
sentence breaks in, 204-205
Study Drills on, 209
testing first, 206-207
testing procedures, 207-209
writing scanners in, 205
Advice for programmers, 246-247
After inheritance, 180-182
Algorithms, 140
Analysis
of game engines. See Game engine analysis
of games, 188-189, 191
object-oriented. See Object-oriented analysis
top down versus bottom up, 170-176
And (\&\&) expressions, 91-96
Argument variable (ARGV). See ARGV (argument variable)
ArgumentError, 206
Arguments
*args, 63-65
ARGV. See ARGV (argument variable)

Arguments (Continued)
arrays and, 128
class style and, 189
in command line, 46-47
in functions, 62-68, 75
ARGV (argument variable)
introduction to, 46-48
opening files with, 52-54
prompting and passing with, 50-51
Arrays
2-dimensional, 108
accessing elements of, 114-115
bucket, 140-142
closing, 106-108
data structures and, 129-130
hashes vs., 132-133, 144
levels of, 142-144
loops and, 106-112
opening, 106-108
questions about, 108-109, 131
strings and, 128-129
Study Drills on, 108, 131
when to use, 130-131, 143
Asking questions of users
decision making and, 102-104
overview of, 42
questions about, 43
Study Drills on, 43
assert commands, 144, 217
Association, 133-136
Asterisk args (*args), 63-65
Automated testing
of forms, 229-230
guidelines for, 201
introduction to, 198
questions about, 202
results of, 201
Study Drills on, 202
writing, 198-201

## B

Backslash (1) characters, 38-40
Before inheritance, 180-182
begin-rescue, 206, 210
bin/ folders, 192-196
Bitbucket.com, 80
Boolean logic
overview of, 94-96
questions about, 96
Study Drills on, 96
true/false in, 92
Branches
overview of, 116-119
questions about, 119
Study Drills on, 118
Browsers
automated testing of forms and, 229-230
defined, 225
HTML forms and, 226-228
input from, generally, 224
layout templates and, 228-229
questions about, 231
Study Drills on, 230-231
web workings and, 224-226
websites and, 220
Bucket arrays, 140-142

## C

cat (stream file) command, 285-286
cd (change directory), 260-264
Chef Solo, 242
Child classes, 179-186
chomp, 42-48
Classes
Child, 179-186
creating, 148-149
in game engine analysis, 167-169
hierarchies of, 167-168
introduction to, 146-148
modules and, 148-149
ni1 and, 160-162
in object-oriented programming, generally, 146-151
objects vs., 158
Parent, 179-186
in phrases, 152-153
style of, 189-190
testing, 168-169
close command, 56
Closing arrays with right bracket (]), 106-108
Command line tools
ARGV. See ARGV (argument variable)
cat (stream file), 285-286
cd (change directory), 260-264
exit (exit terminal), 289-290
in Linux. See Linux
1s (list directory), 264-269
in Mac OS X. See Mac OS X
memorizing, 250
mkdir (make directory), 257-259
$m v$ (move file), 281
new-item (create empty file), 276-277
popd (return to saved location), 273-276
pushd (save location, go to new location), 273-276
pwd command, 254-256
references on, 290
rm (remove file), 286-289
rmdir (remove directory), 269-272
setup for, 251
shells, 249
touch (create empty file), 276-277
viewing files with, 283-285
for when lost, 256-257
in Windows. See Windows
Comments
\#\# ?? 159-161
in English, 18, 24, 33
in game creation, 190-191
overview of, 18
questions about, 18-19
Study Drills on, 18-19
Connections, defined, 225
Copying files
cp for, 277-281
overview of, 60-61
questions about, 61
Study Drills on, 61

Copy-pasting, 3
Correcting bad code, 88
cp (copy file) command, 277-281

## D

Data structures, 129-130, 136
Data types, 124
Debugging games, 120-121
Decision making exercises in, 102-103
questions about, 103-104
Study Drills on, 103
def (define function), 63, 152
delete, 141
Designing games, 120-121
Details, significance of, 2
Dictionaries, 132
Differences, significance of, 3
Directories. See Skeleton directories
Double equal (==) characters, 25, 92-96
Double quotes ('). See " (double quotes)
Drawing problems, 165-166

## E

Ease of learning, 2-5
Elements of arrays, access to, 114-115
Eloquent Ruby, 242
e1se conditions
elsifas. See elsif
making decisions with, 102-104
overview of, 100-101
questions about, 101
Study Drills on, 101
elsif
branches and, 116-117
definition of, 123
introduction to, 101
making decisions with, 102-104
rules for, 120
English
comments in, 18, 24, 33
in object-oriented programming, 156

Equality operators
! = (not equal), 91-96
= (single equal). See $=$ (equal) characters
== (double equal), 25, 92-96
in Boolean logic, 95-96
Errors
debugging games for, 120-121
exceptions as. See Exceptions
in if-statements, 100, 120
load, 17
name, 25
ParserError, 213-216
in prompt variables, 51
rake test and, 201-202
reading messages about, 16
spelling, 37
syntax. See Syntax errors
tokens, 205
in unpacking variables, 47
in website creation, 221-222
Escape sequences
introduction to, 38
overview of, 38-39
questions about, 40
string, 124
Study Drills on, 40
Evaluation
of game engines. See Game engine
analysis of games, 188-189, 191
object-oriented. See Object-oriented analysis
Exceptions
numbers and, 206
in sentences, 213
symbols for, 122-123
exit commands, 116-119, 289-290
Explicitly overriding inheritance, 180
Extracting game concepts, 166 . See also
Game engine analysis

## F

f variable, 70-71
False
in Boolean logic, 95-96
format strings and, 34-35
math operators and, 20-21
overview of, 90-92
File.exist?(to_file), 60-61
Files
copying, 60-61, 277-281
creating empty, 276-277
functions and, 70-72
moving, 281
opening, 52-58
questions about, 71-72
reading, 52-58
reading backward, 24-26
removing, 286-289
running, 13, 15
streaming, 285-286
Study Drills on, 71
viewing, 283-285
writing, 56-58
First programs
on Mac OS X, 12, 14
overview of, 12
questions about, 17
Study Drills on, 16
on Windows, 13, 15
Floating point numbers, 21
for-1oop
exercises in, 106-108
questions about, 108-109
rules for, 120
Study Drills on, 108
while-1oop vs., 112
Format activators, 28, 35
Format strings
= characters and, 34-37
overview of, 34
printing, 34
questions about, 35
Study Drills on, 35
Forms
automated tests for, 229-230
HTML, 227-231
layout templates for, 228
overview of, 226-227
Forward-slash ( / ), 38-40
Frequently asked questions
on \# (pound) characters, 18-19
on advanced user input, 210
on arrays, 108-109, 131
on asking questions of users, 43
on automated testing, 202
on Boolean logic, 96
on branches, 119
on browsers, 231
on comments, 18-19
on copying files, 61
on e1se conditions, 101
on escape sequences, 40
on first programs, 17
on format strings, 35
on functions, generally, 65
on functions, values from, 76
on functions and files, 71-72
on functions and variables, 67-68, 87
on has-a phrases, 161-162
on hashes, 144
on if- statements, 99
on inheritance, 186-187
on is-a phrases, 161-162
on for-1oop, 108-109
on making decisions, 103-104
on math, 22
on memorizing logic, 92
on names, 25-26
on numbers, 22
on object-oriented analysis, 177
on object-oriented programming, 151, 156
on practicing code, 83,87
on printing, 33, 37
on prompting and passing, 51
on reading and writing files, 54, 58
on sentences, 217
on skeleton directories, 195-196
on strings, 31
on symbols, 127
on text, 31
on variables, 25-26, 47-48
on website creation, 223
on whi1e-1oop, 112
Functions
branches and, 115-119
checklists for, 64, 70
code and, 62-65
def (define function) for, 152
files and, 70-72
in game creation, 189
importing and running, 84-86
names and, 62-65
overview of, 62-64
questions about, 65, 71-72, 76
Study Drills on, 64, 71, 75-76
style of, 189
values and, 74-76
variables and, 62-68, 84-87

## G

Game engine analysis. See also Games
class hierarchies in, 167-168
coding classes in, 168
extracting/researching concepts in, 166
object maps in, 167-168
refining code in, 169-170
testing classes in, 168-169
top down versus bottom up approach to, 170-176
writing/drawing problems in, 165-166
Game engines
analysis of. See Game engine analysis
creation of, 238-240
refactoring of, 232-237
session-based, 238-241
Game lexicon
exceptions in, 206
introduction to, 204
lexicon types in, 205
numbers in, 206
sentence breaks in, 204-205
writing scanners and, 205

Games
analysis of engines for. See Game engine analysis
arrays in, 129-131
branches in, 116-119
class style in, 189-190
code style in, 190
comments in, 190-191
debugging, 120-121
designing, 120-121
engines for. See Game engines
evaluating, 188-189, 191
function style in, 189
functions in, generally, 116-119
introduction to, 188
lexicon in. See Game lexicon
user input in. See Advanced user input
on the web. See Web games
gedit text editor
setup and, 8-9, 11
viewing files in, 283
gem, 218-219
get commands, 141
gets.chomp
asking questions of users with, 42-48
opening files with, 52-54
prompting and passing with, 50-51
Github.com, 80
Gitorious.org, 80
Global variables, 68
Google, 10
"Gothons from Planet Percal \#25," 170-176
Grammar, 213

## H

Handlers, 222-223, 227
Hard coding, 52
Hard way overview
copy-pasting vs., 3
details, significance of, 2
differences, significance of, 3
ease of learning in, 2
instructional videos, 3
persistence in, 3-4
practice in, 3
reading/writing Ruby in, 2
warnings for programmers in, 4-5
has-a phrases
introduction to, 158-159
overview of, 159-161
questions about, 161-162
Study Drills on, 161
Hashes
arrays and, 132-133, 142-144
code description for, 140-142
as data structures, 136
exercises in, 133-136
hash_key, 141
introduction to, 132-133
modules and, 136-139, 146-148
questions about, 144
Study Drills on, 143-144
when to use, 143
"Hello World" project, 219-220. See also Websites

HTML (HyperText Markup Language)
forms in, 225-231
session-based game engines in, 238-241
websites created in, 222-223

I
Idiomatic Ruby, 11
if-statements
arrays and, 106
e1se conditions and, 100-101
exercises in, 98-99
making decisions with, 102-104
questions about, 99
rules for, 120
Study Drills on, 99
Implicit inheritance, 179
Increment by (+=) operators, 71-72, 99
Index. GET, 221-224
Inheritance
altering before/after, 180-182
combining types of, 182-183
composition vs., 183-186
definition of, 178-179
implicit, 179
introduction to, 178
overriding explicitly, 180
questions about, 186-187
Study Drills on, 186
super () with initialize, 183
when to use, 185-186
initialize, 183
Input methods, 42-47
Instantiating classes, 148-149
Instructional videos, 3
Integer () functions, 206
Intended readers, 4
International programming, 16
Internet
browsers and. See Browsers
games on. See Web games
searching, 10
Irb interpreter, 53-54, 85-86
is-a phrases
exercises in, 159-161
introduction to, 158-159
questions about, 161-162
Study Drills on, 161

## K

Keywords, 122-123

## L

Launchpad.net, 80
Layout templates, 228-229
Learn C the Hard Way, 242
Learn Python the Hard Way, 4, 242
Learn Ruby the Hard Way, 3-4
Learning programming languages, 243-244
Learning Ruby, overview. See Hard way overview
Left bracket ([), opening arrays with, 106-108
Lexicon. See Game lexicon

Linux
cat (stream file) in, 285
cd (change directory) in, 260-261
command line tools in, 252-253
cp (copy file) in, 277-278
exit (exit terminal) in, 289
1ess command in, 284
1s (list directory) in, 265
mkdir (make directory) in, 257
mv (move file) in, 281
popd (return to saved location) in, 273-274
pushd (save location, go to new location) in, 273-274
pwd command in, 255
rm (remove file) in, 286-287
rmdir (remove directory) in, 270
setup on, 8-10
Terminal setup in, 251
touch (create empty file) in, 276-277
Lisp, 5
1ist, 141
List directory (1s), 264-269
Localhost, 220-225
Loops
arrays and, 106-112
for-10op, 106-108, 112, 120
while-1oop, 110-112, 120, 169
1s (list directory), 264-269

## M

Mac OS X
cat (stream file) in, 285
cd (change directory) in, 260-261
command line tools in, generally, 252-253
cp (copy file) in, 277-278
exit (exit terminal) in, 289
first programs on, 12, 14
1ess command in, 284
1 s (list directory) in, 265
mkdir (make directory) in, 257
mv (move file) in, 281
popd (return to saved location) in, 273-274

Mac OS X (Continued)
pushd (save location, go to new location)
in, 273-274
pwd command in, 255
rmdir (remove directory) in, 270
running files on, 14
setup on, 6-7
Terminal setup in, 251
touch (create empty file) in, 276-277
Make directory (mkdir), 257-259
Mapping
of hashes, 133-136
of objects, 167-168
in refactoring, 232-237
Match and peek, 212-213
Math. See also Numbers
algorithms for data structures, 140
overview of, 20-21
questions about, 22
Study Drills on, 21
Mechanize, 242
Memorization
of characters, 78
of command line tools, 250
of logic, 90-92
of truth tables, 91-92
of truth terms, 90-91
mkdir (make directory), 257-259
Modules
classes and, 148
hashes and, 136-139, 146-148
in object-oriented programming, generally, 146-151
Modulus (\%) operators, 22, 35
mv (move file) command, 281

## N

Names
functions and, 62-65
overview of, 24-25
questions about, 25-26
Study Drills on, 25
new (create initializer) command, 140
new-item (create empty file) command, 276-277
ni 1
classes and, 160-162
as data type, 124
hashes and, 132-139
Not (!) expressions, 91-96
Not equal (!=) characters, 91-96
Notepad++
first programs in, 13
setup and, 7
viewing files in, 283
Numbers. See also Math
in game lexicon, 206
overview of, 20-21
questions about, 22
Study Drills on, 21

## 0

Object maps, 167-168
Object scope (@), 125
Object-oriented analysis
introduction to, 164-165
questions about, 177
of simple game engines. See Game engine analysis
Study Drills on, 176-177
top down versus bottom up approach in, 170-176
Object-oriented programming (OOP)
analysis in. See Object-oriented analysis
classes in, 148-149
eng7ish option in, 156
examples of, 150-151
exercises in, 152
getting things from things in, 150
hashes in, 146-148
introduction to, 148-149
modules in, 146-149
objects in, 148-149
phrase drills for, 152-153
questions about, 151, 156
reading code in, 153-156
require in, 148-149
Study Drills on, 151
word drills for, 152
Objects
@ for, 125
classes vs., 158-161
instantiating, 148-149
maps of, 167-168
in object-oriented programming, generally, 146-151
require and, 148-149
Octothorpe, 18-19
OED (Oxford English Dictionary), 136
OOP (object-oriented programming). See
Object-oriented programming (OOP)
open(filename), 52-58
Opening arrays with left bracket ([), 106-108
Operators, defined, 125. See also specific operators
Or (||) expressions, 91-96
Overriding inheritance, 180
Oxford English Dictionary (OED), 136

## P

Padrino, 242
Parameters, 46-47
Parent classes, 179-186
Parentheses Exponents Multiplication Division
Addition Subtraction (PEMDAS), 22
Parsers, 213-216
PEMDAS (Parentheses Exponents
Multiplication Division Addition
Subtraction), 22
Persistence, 3-4
Phrase drills, 152-153
popd (return to saved location), 273-276
Port 8080, 219-223
Pound (\#) characters, See \# (pound) characters PowerShell
first programs in, 15-16
references on, 290
running files in, 15
setup and, 6-8

Practicing code
exercises in, 82-86
importance of, 3
questions about, 83, 87
Study Drills on, 83, 87
Printing
format strings, 34-35
practice exercises in, 32-33, 36-37
print for, 42
print_ two for, 62
pwd (print working directory) for, 254-256
questions about, 33, 37
Study Drills on, 33, 37
variables, 28-29
Programmers
advice for, 246-247
bad versus good, 86
details, significance of, 2
differences, significance of, 3
warnings for, 4-5
Programming languages, 243-244
Project skeleton directories. See Skeleton directories
Prompting
$>$ for, 50-51
for numbers, 44
passing and, 50-51
questions about, 51
Study Drills on, 44, 51
pushd (save location, go to new location), 273-276
puts command
comments and, 18-19
format strings and, 34-36
introduction to, 12-13
math symbols and, 20-21
strings and, 30-32
pwd (print working directory), 254-256

## Q

Questions asked by students. See Frequently asked questions

Questions asked of users. See Asking questions of users

R
rake test
automated testing with, 199-202
setting up, 194
syntax errors in, 202
websites and, 230, 232
Rakefile, 193-194, 199-202
.rb suffix, 12
Reading code
for files. See Reading files
in object-oriented programming, 153-156
resources for, 80-81
in Ruby, generally, 2
symbols in, 126
Reading files
backward, 24-26
exercises in, 52-53, 56-57
questions about, 54, 58
read command for, 56
readline command for, 56
Study Drills on, 53, 57-58
Refactoring game engines, 232-237
References, 242, 290
Refining code, 169-170
Remove directory (rmdir), 269-272
Remove file (rm), 286-289
Requests, defined, 225-226
require, 148-149
Researching game concepts, 166. See also Game engine analysis
Responses, defined, 226
Return to saved location (popd), 273-276
Right bracket (]), closing arrays with, 106-108
rm (remove file), 286-289
rmdir (remove directory), 269-272
Room class, 232-237
Ruby, introduction to
first programs in, 12-17
idiomatic Ruby, 11
learning, generally. See Hard way overview setting up, 6-11
Ruby on Rails, 242
RubyMotion, 242
Ruby-Processing, 242
Rules
for if- statements, 120
for for-loop, 120
for while-loop, 120
Running files, 13, 15

## S

Save location, go to new location (pushd), 273-276
Scanners, 205
Searching Internet, 10
Sentences
breaks in, 204-205
creating, generally, 212
exceptions in, 213
grammar in, 213
match and peek in, 212-213
parsers in, 213-216
questions about, 217
Study Drills on, 217
testing of, 217
Servers, defined, 226
Session-based game engines, 238-241
Sessions, 237-238
set, 141-142
Setup
for command line tools, 251
generally, 6
Internet searches for, 10
on Linux, 8-10
on Mac OS X, 6-7
warnings about, 10-11
on Windows, 7-8
Shells, 249
Sinatra
browser interactions with, 220
errors in, 221-222
"Hello World" project in, 219-220
installing, 218-219
stopping/reloading, 221
templates in, 222-223
Single equal (=) characters. See $=$ (equal) characters
Skeleton directories
creating, 192-193
final structure of, 193-194
introduction to, 192
questions about, 195-196
quiz on, 195
testing setup of, 194
using, 195
Sourceforge.net, 80
Stateless sessions, 237
Stream file (cat) command, 285-286
String escape sequences, 124. See also Escape sequences
Strings
arrays and, 128-129
escape sequences and, 38
format, 34-35
questions about, 31
Study Drills on, 31
text and, 30-31
variables and, 28-29
Student questions. See Frequently asked questions
Study Drills
on \# characters, 18-19
on accessing elements of arrays, 115
on advanced user input, 209
on arrays, 108, 131
on asking questions of users, 43
on automated testing, 202
on Boolean logic, 96
on branches, 118
on browsers, 230-231
on comments, 18-19
on copying files, 61
on e1 se conditions, 101
on escape sequences, 40
on first programs, 16
on functions, generally, 64
on functions and files, 71
on functions and values, 75-76
on functions and variables, 67, 87
on has-a phrases, 161
on hashes, 143-144
on if-statements, 99
on inheritance, 186
on is-a phrases, 161
on for-loop, 108
on making decisions, 103
on math, 21
on names, 25
on numbers, 21
on object-oriented analysis, 176-177
on object-oriented programming, 151
on practicing code, 83,87
on printing, 29, 33, 37
on prompting and passing, 51
on prompting for numbers, 44
on reading files, 53, 57-58
on sentences, 217
on strings, 31
on symbols, 126-127
on text, 31
on variables, $25,29,47$
on website creation, 223
on while-loop, 112
on writing files, 57-58
Style, 189-190
sudo gem instal1, 218-221, 229
super() with initialize, 183
super(name), 160-162
Symbols. See also specific symbols
data types, 124
introduction to, 122
keywords, 122-123
operators, 125
questions about, 127
reading code and, 126
string escape sequences, 124
Study Drills on, 126-127

Syntax errors
branches and, 118
defined, 16
in if- statements, 100
rake test and, 202

## T

Templates, 222-223, 228-229
Terminal
Boolean logic in, 94
first programs in, 13-16
running files in, 14
setup and, 6-11
Testing
automated. See Automated testing
classes, in game engine analysis, 168-169
correcting bad code and, 88
procedures for, 207-209
rake for. See rake test
in sentence creation, 217
of skeleton directory setup, 194
user input and, 206-209
Text
questions about, 31
strings and, 30-31
Study Drills on, 31
Text editors
creating, 56-58
gedit, 8-11, 283
Notepad++ as. See Notepad++
running files on, 12-17
setting up, 6-11
Terminal as. See Terminal
TextWrangler as. See TextWrangler
TextWrangler
first programs in, 12
setup and, 6, 11
viewing files in, 283
Thor, 242
Top down versus bottom up analysis, 170-176. See also Object-oriented analysis
touch (create empty file) command, 276-277

Tracking sessions/users, 237-238
Triple quotes (" " "), 37-38
True
format strings and, 34-35
math operators and, 20-21
strings and, 31
truncate command, 56-58
Truth tables, 91-92
Truth terms, 90-91
txt $=$ open(filename), 52-54
Typing, importance of, 2

## U

Underscore ( ) characters, 24
UNIX Bash, 290
Unpacking arguments/variables, 44, 46-48
Upgrades, 240-241
URLs, 220-225
Users
asking questions of, 42-43, 102-104
input of. See Advanced user input
tracking, 237-238

## V

Values, 74-76, 121
Variables
ARGV. See ARGV (argument variable)
f, 70-71
functions and, 62-68, 84-87
global, 68
naming, 24-26
overview of, 24-25
passing to scripts, 46-47
printing, 28-29
questions about, 25-26, 47-48, 67-68
setting to numbers, 44-45
setting to strings, 30-33
strings and, 28-33
Study Drills on, 25, 47, 67
Videos, 3
Viewing files, 283-285

## w

'w, ' 56-61
Warnings, 4-5, 10-11
Web games
engine creation for, 238-240
introduction to, 232
refactoring engines for, 232-237
sessions in, 237-238
tracking users in, 237-238
upgrades to, 240-241
Websites
browsers and. See Browsers
creating, generally, 218
error repair in, 221-222
"Hello World" project, 219-220
questions about, 223
Sinatra for, installing, 218-219
Sinatra for, stopping/reloading, 221
Study Drills on, 223
template creation in, 222-223
The Well-Grounded Rubyist, 242
while true, 116-119
while-1oop
exercises in, 110-112
in game creation, 169
for-1oop vs., 112
questions about, 112
rules for, 120
Study Drills on, 112
Windows
cat (stream file) in, 285-286
cd (change directory) in, 261-263
command line tools in, 253-254
cp (copy file) in, 278-280
exit (exit terminal) in, 285-286
first programs on, 13, 15
1s (list directory) in, 265-269
mkdir (make directory) in, 258-259
more command in, 284
mv (move file) in, 281-283
new-item (create empty file) in, 276-277
popd (return to saved location), 274-275
PowerShell setup in, 252
pushd (save location, go to new location), 274-275
pwd command in, 255
rm (remove file) in, 287-288
rmdir (remove directory) in, 271-272
running files on, 15
setup on, 7-8
Word drills, 152
Writing files
exercises in, 56-57
questions about, 58
Study Drills on, 57-58
write('stuff') command for, 56
Writing problems, 165-166
Writing scanners, 205
Writing skills, importance of, 2

## Z

Zen koans, 158

This page intentionally left blank

The Addison-Wesley Professional Ruby Series informit.com/ruby

## Expert reference books, eBooks, and videos from experienced practitioners



ISBN-13: 978-0-321-94427-6


ISBN-13: 978-0-321-58410-6


ISBN-13: 978-0-321-72133-4

## livelessons©



ISBN-13: 978-0-13-303999-3


ISBN-13: 978-0-321-83205-4


ISBN-13: 978-0-132-80826-2

## informiT Safari:

Look for these titles and more on informit.com/ruby. Available in print and eBook formats

Addison Wesley

## You Will Learn Python! informit.com/hardway

Zed Shaw has perfected the world's best system for learning Python. 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 Python the Hard Way, Third Edition, you'll learn Python 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.

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 Python programmer.

Watch Zed, too! The accompanying DVD contains 5+ hours of passionate, powerful teaching: a complete Python video course!

[^1]
## informir.com

PEARSON InformIT is a brand of Pearson and the online presence for the world's leading technology publishers. It's your source for reliable and qualified content and knowledge, providing access to the leading brands, authors, and contributors from the tech community.

$\hat{\mathbf{v}}$ Addison-Wesley Cisco Press $\underset{\text { Press. }}{\text { IBM }}$. Microsoft Press<br>PEARSON IT CERTIFICATION PRENTICE DUE HALL

## LearnIT at InformIT

Looking for a book, eBook, or training video on a new technology? Seeking timely and relevant information and tutorials, Looking for expert opinions, advice, and tips? InformIT has a solution.

- Learn about new releases and special promotions by subscribing to a wide variety of monthly newsletters. Visit informit.com/newsletters.
- FREE Podcasts from experts at informit.com/podcasts.
- Read the latest author articles and sample chapters at informit.com/articles.
- Access thousands of books and videos in the Safari Books Online digital library. safari.informit.com.
- Get Advice and tips from expert blogs at informit.com/blogs.

Visit informit.com to find out all the ways you can access the hottest technology content.

## Are you part of the IT crowd?

Connect with Pearson authors and editors via RSS feeds, Facebook, Twitter, YouTube and more! Visit informit.com/socialconnect.



Register the Addison-Wesley, Exam Cram, Prentice Hall, Que, and Sams products you own to unlock great benefits.

To begin the registration process, simply go to informit.com/register to sign in or create an account. You will then be prompted to enter the 10- or 13 -digit ISBN that appears on the back cover of your product.

Registering your products can unlock the following benefits:

- Access to supplemental content, including bonus chapters, source code, or project files.
- A coupon to be used on your next purchase.

Registration benefits vary by product. Benefits will be listed on your Account page under Registered Products.

# About InformiT - the trusted technology learning source <br> INFORMIT IS HOME TO THE LEADING TECHNOLOGY PUBLISHING IMPRINTS Addison-Wesley Professional, Cisco Press, Exam Cram, IBM Press, Prentice Hall Professional, Que, and Sams. Here you will gain access to quality and trusted content and resources from the authors, creators, innovators, and leaders of technology. Whether you're looking for a book on a new technology, a helpful article, timely newsletters, or access to the Safari Books Online digital library, InformIT has a solution for you. 


[^0]:    > mv oldplace newplace
    > 1s newplace

[^1]:    informIT
    For more information and sample content visit informit.com/hardway.
    Safari:

