

The Well Grounded Rubyist Second Edition Pdf

The Well-Grounded Rubyist, Third Edition Well Grounded Rubyist: Second Edition: Book Review Ch 1-4 Well Grounded Rubyist: Second Edition: Book Review Ch 5-8 Well Grounded Rubyist 2nd Edition: Book Review Ch 9-11 Well Grounded Rubyist 2nd Edition: Book Review Ch 12-15 Ruby Mob - Well grounded Rubyist MOB: Ruby - Well grounded rubyist Intro to The Well-Grounded Rubyist, 3rd Edition Q\u0026A Webinar with Joe Leo, Co-Author of The Well-Grounded Rubyist, 3rd Ed. Reading Dollar Tree books for a week \u0026 *haul and reading vlog* no buy update + 2025 plans | yapping about consumption habits 25 books to read in 2025 \u0026 my 2025 TBR WHAT MY TEN YEAR OLD READ in the last two months - lots of fantasy and mystery books! \u0026 13 BOOKS TO GET YOU BACK INTO READING AND OUT OF A READING SLUMP! \u0026 my most anticipated book releases of 2025 \u0026 My most anticipated 2025 book releases Scraping the Web with Ruby - Part 3 (2020) 25 books I want to read in 2025 \u0026 my most anticipated book releases \u0026 | Bookmas day 10 [vlogmas] the end of year book tag \u0026 books i still need to finish, new book releases, seasonal recs, \u0026 more! RR 423: The Well-Grounded Rubyist with David A. Black \u0026 Joseph Leo III MOB: Ruby (well grounded rubyist) Q and A with the Co-Authors of The Well-Grounded Rubyist, 3rd edition The Top 10 Ruby Books In 2017 Ruby Conf 2011 The Well-Grounded Nuby by David A. Black Writing Ruby Like it's 2018 Scraping the Web with Ruby - Part 4 (2020) RubyConf 2019 - The Functional Rubyist by Joe Leo Rails Tutorial | Building a Checklist with Ruby on Rails - Part 2 DBC Hangout Ep 2 (Part Three) - Phase 0 Weeks 7 9 \u0026 "Ruby for the Nuby," David A. Black

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

Best Practice Ruby on Rails Refactoring

Head First Ruby

Practical Ruby for System Administration

Metaprogramming Ruby 2

Learn Kubernetes in a Month of Lunches

A Hands-On Guide for the Adventurous

The Well-Grounded Rubyist

The Rails 3 Way

Code Your Own Twisty Little Passages

Eloquent Ruby

MacRuby: The Definitive Guide

Ruby Techniques for Rails Developers

Program Like the Ruby Pros

Practical Object-Oriented Design

Culturally Grounded Social Work

A Brain-Friendly Guide

Concepts and Code

48 Specific Ways to Write Better Ruby

A No-Nonsense Guide to Rails Development

Ruby by Example

Get Up to Speed With Rails in a Weekend

The Well-Grounded Rubyist, 2nd Ed, Video Edition

The Well Grounded Rubyist Second Edition Pdf

OMB No. 6873704525948 edited by

CHANEL GREGORY

[A Simple and Idiomatic Introduction to the Imaginative World of Computational Thinking with Code](#) Addison-Wesley Professional

There may be no better way to learn how to program than by dissecting real, representative examples written in your language of choice. Ruby by Example analyzes a series of Ruby scripts, examining how the code works, explaining the concepts it illustrates, and showing how to modify it to suit your needs.

Baird's examples demonstrate key features of the language (such as inheritance, encapsulation, higher-order functions, and recursion), while simultaneously solving difficult problems (such as validating XML, creating a bilingual program, and creating command-line interfaces). Each chapter builds upon the previous, and each key concept is highlighted in the margin to make it easier for you to navigate the book. You'll learn how to:

- Use the interactive Ruby shell (irb) to learn key features of the language
- Extend Ruby using RubyGems, the Ruby package manager
- Create numerical utilities, as well as utilities that process and analyze HTML/XML
- Implement purely functional and

metaprogramming techniques to save time and effort -Optimize, profile, and test your code to make sure that it not only does its job, but does it well -Create web applications using Rails Ruby is the fastest growing programming language today, and for good reason: its elegant syntax and readable code make for prolific and happy programmers. But it can be difficult to understand and implement without a little help. Ruby by Example shows you how to take advantage of Ruby as you explore Ruby's fundamental concepts in action.

Best Practice Ruby on Rails Refactoring Packt Publishing Ltd
Jump Start Rails provides you with a fun and yet practical introduction to Rails, an incredibly popular framework that makes it possible to quickly develop incredibly powerful web applications with Ruby. This short book covers Rails 4, the latest version of the framework, and while it's not intended to be a completely comprehensive Rails guide or an in-depth Ruby tutorial, it will quickly get you up to speed with Rails and give you the confidence to start experimenting on your own. The book is built around a real-life example project: a personal portfolio site. It's a fun and easily understandable project that is used to demonstrate the concepts outlined in the book in a practical way.

This is a clear, approachable and very easy-to-follow book that will get you to speed with Rails in no time.

[Head First Ruby](#) Packt Publishing Ltd

The Rails™ 3 Way is a comprehensive resource that digs into the new features in Rails 3 and perhaps more importantly, the rationale behind them. —Yehuda Katz, Rails Core The Bible for Ruby on Rails Application Development Ruby on Rails strips complexity from the development process, enabling professional developers to focus on what matters most: delivering business value via clean and maintainable code. The Rails™ 3 Way is the only comprehensive, authoritative guide to delivering production-quality code with Rails 3. Pioneering Rails expert Obie Fernandez and a team of leading experts illuminate the entire Rails 3 API, along with the idioms, design approaches, and libraries that make developing applications with Rails so powerful. Drawing on their unsurpassed experience and track record, they address the real challenges development teams face, showing how to use Rails 3 to maximize your productivity. Using numerous detailed code examples, the author systematically covers Rails 3 key capabilities and subsystems, making this book a reference that you will turn to again and again. He presents advanced Rails programming techniques that have been proven effective in day-to-day usage on dozens of production Rails systems and offers important insights into behavior-driven development and production considerations such as scalability. Dive deep into the Rails 3 codebase and discover why Rails is designed the way it is—and how to make it do what you want it to do. This book will help you Learn what's new in Rails 3 Increase your productivity as a web application developer Realize the overall joy in programming with Rails Leverage Rails' powerful capabilities for building REST-compliant APIs Drive implementation and protect long-term maintainability using RSpec Design and manipulate your domain layer using Active Record Understand and program complex program flows using Action Controller Master sophisticated URL routing concepts Use Ajax techniques via Rails 3 support for unobtrusive JavaScript Learn to extend Rails with popular gems and plugins, and how to write your own Extend Rails with the best third-party plug-ins and write your own Integrate email services into your applications with Action Mailer Improve application responsiveness with background processing Create your own non-Active Record domain classes using Active Model Master Rails' utility classes and extensions in Active Support

[Practical Ruby for System Administration](#) Pragmatic Bookshelf "Once again, the definitive book on Ruby from David Black. A must-have!" William Wheeler, TekSystems The Well-Grounded Rubyist, Second Edition addresses both newcomers to Ruby as well as Ruby programmers who want to deepen their understanding of the language. This beautifully written tutorial begins with your first Ruby program and goes on to explore sophisticated topics like callable objects, reflection, and threading. It concentrates on the language, preparing you to use Ruby in any way you choose. This edition includes coverage of Ruby features such as keyword arguments, lazy enumerators, and Module#prepend. This is a good time for Ruby! It's powerful like Java or C++, and has dynamic features that let your code react gracefully to changes at runtime. And it's elegant, so creating applications, development tools, and administrative scripts is easier and more straightforward. With an active development community and countless libraries and productivity tools, Ruby has come into its own. Inside: Clear explanations of Ruby concepts Numerous simple examples Updated for Ruby 2.1 Prepares you to use Ruby anywhere for any purpose David A. Black is an internationally known Ruby developer, author, trainer, speaker, event organizer, and founder of Ruby Central, as well as

a Lead Consultant at Cyrus Innovation. All wheat, no chaff-takes you from Ruby programmer to full-fledged Rubyist. Doug Sparling, Andrews McMeel Universal Provides powerful insights and digs into Ruby's quirks. Revelatory. Ted Roche, Ted Roche & Associates, LLC The best way to learn Ruby fundamentals. Derek Sivers, sivers.org NARRATED BY MARK THOMAS.

METAPROGRAMMING RUBY 2

Pearson Education

If you're an experienced Ruby programmer, Effective Ruby will help you harness Ruby's full power to write more robust, efficient, maintainable, and well-performing code. Drawing on nearly a decade of Ruby experience, Peter J. Jones brings together 48 Ruby best practices, expert tips, and shortcuts—all supported by realistic code examples. Jones offers practical advice for each major area of Ruby development, from modules to memory to metaprogramming. Throughout, he uncovers little-known idioms, quirks, pitfalls, and intricacies that powerfully impact code behavior and performance. Each item contains specific, actionable, clearly organized guidelines; careful advice; detailed technical arguments; and illuminating code examples. When multiple options exist, Jones shows you how to choose the one that will work best in your situation. Effective Ruby will help you systematically improve your code—not by blindly following rules, but by thoroughly understanding Ruby programming techniques. Key features of this concise guide include How to avoid pitfalls associated with Ruby's sometimes surprising idiosyncrasies What you should know about inheritance hierarchies to successfully use Rails (and other large frameworks) How to use misunderstood methods to do amazingly useful things with collections Better ways to use exceptions to improve code reliability Powerful metaprogramming approaches (and techniques to avoid) Practical, efficient testing solutions, including MiniTest Unit and Spec Testing How to reliably manage RubyGem dependencies How to make the most of Ruby's memory management and profiling tools How to improve code efficiency by understanding the Ruby interpreter's internals [Learn Kubernetes in a Month of Lunches](#) Pragmatic Bookshelf Summary Phoenix is a modern web framework built for the Elixir programming language. Elegant, fault-tolerant, and performant, Phoenix is as easy to use as Rails and as rock-solid as Elixir's Erlang-based foundation. Phoenix in Action builds on your existing web dev skills, teaching you the unique benefits of Phoenix along with just enough Elixir to get the job done. Foreword by Sasa Juric, author of Elixir in Action, Second Edition. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern web applications need to be efficient to develop, lightning fast, and unfailingly reliable. Phoenix, a web framework for the Elixir programming language, delivers on all counts. Elegant and intuitive, Phoenix radically simplifies the dev process. Built for concurrency, Phoenix channels make short work of developing real-time applications. And as for reliability, Phoenix apps run on the battle-tested Erlang VM, so they're rock solid! About the Book Phoenix in Action is an example-based book that teaches you to build production-quality web apps. You'll handle business logic, database interactions, and app designs as you progressively create an online auction site. As you go, you'll build everything from the core components to the real-time user interactions where Phoenix really shines. What's inside Functional programming in a web environment An introduction to Elixir Database interactions with Ecto Real-time communication with channels About the Reader For web developers familiar with a framework like Rails or ASP.NET. No experience with Elixir or Phoenix required. About the Author Geoffrey Lessel is a seasoned

web developer who speaks and blogs about Elixir and Phoenix.
 Table of Contents PART 1 - GETTING STARTED Ride the Phoenix
 Intro to Elixir A little Phoenix overview PART 2 - DIVING IN DEEP
 Phoenix is not your application Elixir application structure Bring in
 Phoenix Making changes with Ecto.Changeset Transforming data
 in your browser Plugs, assigns, and dealing with session data
 Associating records and accepting bids PART 3 - THOSE
 IMPORTANT EXTRAS Using Phoenix channels for real-time
 communication Building an API Testing in Elixir and Phoenix
A Hands-On Guide for the Adventurous Manning Publications
 Company

If you're a web developer or designer ready to learn Rails, this unique book is the ideal way to start. Rather than throw you into the middle of the framework's Model-View-Controller architecture, Learning Rails 3 works from the outside in. You'll begin with the foundations of the Web you already know, and learn how to create something visible with Rails' view layer. Then you'll tackle the more difficult inner layers: the database models and controller code. All you need to get started is HTML experience. Each chapter includes exercises and review questions to test your understanding as you go. Present content by building an application with a basic view and a simple controller Build forms and process their results, progressing from simple to more complex Connect forms to models by setting up a database, and create code that maps to database structures Use Rails scaffolding to build applications from a view-centric perspective Add common web application elements such as sessions, cookies, and authentication Build applications that combine data from multiple tables Send and receive email messages from your applications "Learning Rails 3 feels like a brisk pair programming session with professionals who know how to use Ruby on Rails to get things done, and get them done well."
 -Alan Harris, author of Sinatra: Up and Running

The Well-Grounded Rubyist Addison-Wesley Professional
 "An under-the-hood look at how the Ruby programming language runs code. Extensively illustrated with complete explanations and hands-on experiments. Covers Ruby 2.x"--
The Rails 3 Way "O'Reilly Media, Inc."

The Well-Grounded Rubyist, Second Edition

Code Your Own Twisty Little Passages Pragmatic Bookshelf
 Unlock the secrets to creating random mazes! Whether you're a game developer, an algorithm connoisseur, or simply in search of a new puzzle, you're about to level up. Learn algorithms to randomly generate mazes in a variety of shapes, sizes, and dimensions. Bend them into Moebius strips, fold them into cubes, and wrap them around spheres. Stretch them into other dimensions, squeeze them into arbitrary outlines, and tile them in a dizzying variety of ways. From twelve little algorithms, you'll discover a vast reservoir of ideas and inspiration. From video games to movies, mazes are ubiquitous. Explore a dozen algorithms for generating these puzzles randomly, from Binary Tree to Eller's, each copiously illustrated and accompanied by working implementations in Ruby. You'll learn their pros and cons, and how to choose the right one for the job. You'll start by learning six maze algorithms and transition from making mazes on paper to writing programs that generate and draw them. You'll be introduced to Dijkstra's algorithm and see how it can help solve, analyze, and visualize mazes. Part 2 shows you how to constrain your mazes to different shapes and outlines, such as text, circles, hex and triangle grids, and more. You'll learn techniques for culling dead-ends, and for making your passages weave over and under each other. Part 3 looks at six more algorithms, taking it all to the next level. You'll learn how to build your mazes in multiple dimensions, and even on curved surfaces. Through it all, you'll discover yourself brimming with ideas, the

best medicine for programmer's block, burn-out, and the grayest of days. By the time you're done, you'll be energized and full of maze-related possibilities! What You Need: The example code requires version 2 of the Ruby programming language. Some examples depend on the ChunkyPNG library to generate PNG images, and one chapter uses POV-Ray version 3.7 to render 3D graphics.

Eloquent Ruby Pearson Education

The Complete Guide to Avoiding and Fixing Common Rails 3 Code and Design Problems As developers worldwide have adopted the powerful Ruby on Rails web framework, many have fallen victim to common mistakes that reduce code quality, performance, reliability, stability, scalability, and maintainability. Rails™ AntiPatterns identifies these widespread Rails code and design problems, explains why they're bad and why they happen—and shows exactly what to do instead. The book is organized into concise, modular chapters—each outlines a single common AntiPattern and offers detailed, cookbook-style code solutions that were previously difficult or impossible to find. Leading Rails developers Chad Pytel and Tammer Saleh also offer specific guidance for refactoring existing bad code or design to reflect sound object-oriented principles and established Rails best practices. With their help, developers, architects, and testers can dramatically improve new and existing applications, avoid future problems, and establish superior Rails coding standards throughout their organizations. This book will help you understand, avoid, and solve problems with Model layer code, from general object-oriented programming violations to complex SQL and excessive redundancy Domain modeling, including schema and database issues such as normalization and serialization View layer tools and conventions Controller-layer code, including RESTful code Service-related APIs, including timeouts, exceptions, backgrounding, and response codes Third-party code, including plug-ins and gems Testing, from test suites to test-driven development processes Scaling and deployment Database issues, including migrations and validations System design for "graceful degradation" in the real world

MacRuby: The Definitive Guide No Starch Press

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

Ruby Techniques for Rails Developers Simon and Schuster

If you're a web developer or designer ready to learn Ruby on Rails, this hands-on guide is the ideal way to get started. Rather than toss you into the middle of the framework's Model-View-Controller architecture, as many books do, Learning Rails 5 begins with the foundations of the Web you already know. You'll learn how to create something visible with Rails' view layer before diving into the more difficult inner layers: the database models and controller code. All you need to begin your Rails journey is HTML experience. Each chapter includes exercises and review questions to test your understanding as you go. Present content by building an application with a basic view and a simple controller Build forms and process their results, progressing from simple to more complex Use Rails scaffolding and REST to build effective applications quickly Connect forms to models and create code that maps directly to database structures Build applications that combine data from multiple tables Use migrations to track changes to your database over time Add common elements such as sessions, cookies, and authentication
Program Like the Ruby Pros Addison-Wesley Professional
 Ruby is famous for being easy to learn, but most users only scratch the surface of what it can do. While other books focus on

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

PRACTICAL OBJECT-ORIENTED DESIGN

No Starch Press

What will you learn from this book? What's all the buzz about this Ruby language? Is it right for you? Well, ask yourself: are you tired of all those extra declarations, keywords, and compilation steps in your other language? Do you want to be a more productive programmer? Then you'll love Ruby. With this unique hands-on learning experience, you'll discover how Ruby takes care of all the details for you, so you can simply have fun and get more done with less code. Why does this book look so different? Based on the latest research in cognitive science and learning theory, *Head First Ruby* uses a visually rich format to engage your mind, rather than a text-heavy approach to put you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

Culturally Grounded Social Work Simon and Schuster

The Complete Guide to Writing More Maintainable, Manageable, Pleasing, and Powerful Ruby Applications Ruby's widely admired ease of use has a downside: Too many Ruby and Rails applications have been created without concern for their long-term maintenance or evolution. The Web is awash in Ruby code that is now virtually impossible to change or extend. This text helps you solve that problem by using powerful real-world object-oriented design techniques, which it thoroughly explains using simple and practical Ruby examples. Sandi Metz has distilled a lifetime of conversations and presentations about object-oriented design into a set of Ruby-focused practices for crafting manageable, extensible, and pleasing code. She shows you how to build new applications that can survive success and repair existing applications that have become impossible to change. Each technique is illustrated with extended examples, all downloadable from the companion Web site, poodr.info. The first title to focus squarely on object-oriented Ruby application design, *Practical Object-Oriented Design in Ruby* will guide you to superior outcomes, whatever your previous Ruby experience. Novice Ruby programmers will find specific rules to live by; intermediate Ruby programmers will find valuable principles they can flexibly interpret and apply; and advanced Ruby programmers will find a common language they can use to lead development and guide their colleagues. This guide will help you Understand how object-oriented programming can help you craft

Ruby code that is easier to maintain and upgrade Decide what belongs in a single Ruby class Avoid entangling objects that should be kept separate Define flexible interfaces among objects Reduce programming overhead costs with duck typing Successfully apply inheritance Build objects via composition Design cost-effective tests Solve common problems associated with poorly designed Ruby code

A Brain-Friendly Guide "O'Reilly Media, Inc."

Offers a Ruby tutorial featuring fifty-two exercises that cover such topics as installing the Ruby environment, organizing and writing code, strings and text, object-oriented programming, debugging and automated testing, and basic game development. *Concepts and Code* Addison-Wesley Professional

Summary Go in Action introduces the Go language, guiding you from inquisitive developer to Go guru. The book begins by introducing the unique features and concepts of Go. Then, you'll get hands-on experience writing real-world applications including websites and network servers, as well as techniques to manipulate and convert data at speeds that will make your friends jealous. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Application development can be tricky enough even when you aren't dealing with complex systems programming problems like web-scale concurrency and real-time performance. While it's possible to solve these common issues with additional tools and frameworks, Go handles them right out of the box, making for a more natural and productive coding experience. Developed at Google, Go powers nimble startups as well as big enterprises—companies that rely on high-performing services in their infrastructure. About the Book Go in Action is for any intermediate-level developer who has experience with other programming languages and wants a jump-start in learning Go or a more thorough understanding of the language and its internals. This book provides an intensive, comprehensive, and idiomatic view of Go. It focuses on the specification and implementation of the language, including topics like language syntax, Go's type system, concurrency, channels, and testing. What's Inside Language specification and implementation Go's type system Internals of Go's data structures Testing and benchmarking About the Reader This book assumes you're a working developer proficient with another language like Java, Ruby, Python, C#, or C++. About the Authors William Kennedy is a seasoned software developer and author of the blog GoingGo.Net. Brian Ketelsen and Erik St. Martin are the organizers of GopherCon and coauthors of the Go-based Skynet framework. Table of Contents Introducing Go Go quick-start Packaging and tooling Arrays, slices, and maps Go's type system Concurrency Concurrency patterns Standard library Testing and benchmarking

48 Specific Ways to Write Better Ruby Pearson Education

Learn Rails the way the Rails core team recommends it, along with the tens of thousands of developers who have used this broad, far-reaching tutorial and reference. If you're new to Rails, you'll get step-by-step guidance. If you're an experienced developer, get the comprehensive, insider information you need for the latest version of Ruby on Rails. The new edition of this award-winning classic is completely updated for Rails 6 and Ruby 2.6, with information on system testing, Webpack, and advanced JavaScript. Ruby on Rails helps you produce high-quality, beautiful-looking web applications quickly - you concentrate on creating the application, and Rails takes care of the details. Rails 6 brings many improvements, and this edition is updated to cover the new features and changes in best practices. We start with a step-by-step walkthrough of building a real application, and in-depth chapters look at the built-in Rails features. Follow along with an extended tutorial as you write a web-based store

application. Eliminate tedious configuration and housekeeping, seamlessly incorporate Ajax and JavaScript, send and receive emails, manage background jobs with ActiveJob, and build real-time features using WebSockets and ActionCable. Test your applications as you write them using the built-in unit, integration, and system testing frameworks, internationalize your applications, and deploy your applications easily and securely. New in this edition is coverage of Action Mailer, which allows you to receive emails in your app as well as ActionText, a zero-configuration rich text editing feature. Rails 1.0 was released in December 2005. This book was there from the start, and didn't just evolve alongside Rails, it evolved with Rails. It has been developed in consultation with the Rails core team. In fact, Rails itself is tested against the code in this book. What You Need: All you need is a Windows, Mac OS X, or Linux machine to do development on. This book will take you through the steps to install Rails and its dependencies. If you aren't familiar with the Ruby programming language, this book contains a chapter that covers the basics necessary to understand the material in the book.

A No-Nonsense Guide to Rails Development Pragmatic Bookshelf

Learn Kubernetes in a Month of Lunches is your guide to getting up and running with Kubernetes. Summary In Learn Kubernetes in a Month of Lunches you'll go from "what's a Pod?" to automatically scaling clusters of containers and components in just 22 hands-on lessons, each short enough to fit into a lunch break. Every lesson is task-focused and covers an essential skill on the road to Kubernetes mastery. You'll learn how to smooth container management with Kubernetes, including securing your clusters, and upgrades and rollbacks with zero downtime. No development stack, platform, or background is assumed. Author Elton Stoneman describes all patterns generically, so you can easily apply them to your applications and port them to other projects! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Create apps that perform identically on your laptop,

data center, and cloud! Kubernetes provides a consistent method for deploying applications on any platform, making it easy to grow. By efficiently orchestrating Docker containers, Kubernetes simplifies tasks like rolling upgrades, scaling, and self-healing. About the book Learn Kubernetes in a Month of Lunches is your guide to getting up and running with Kubernetes. You'll progress from Kubernetes basics to essential skills, learning to model, deploy, and manage applications in production. Exercises demonstrate how Kubernetes works with multiple languages and frameworks. You'll also practice with new apps, legacy code, and serverless functions. What's inside Deploying applications on Kubernetes clusters Understanding the Kubernetes app lifecycle, from packaging to rollbacks Self-healing and scalable apps Using Kubernetes as a platform for new technologies About the reader For readers familiar with Docker and containerization. About the author Elton Stoneman is a Docker Captain, a 11-time Microsoft MVP, and the author of Learn Docker in a Month of Lunches. Table of Contents PART 1 - FAST TRACK TO KUBERNETES 1 Before you begin 2 Running containers in Kubernetes with Pods and Deployments 3 Connecting Pods over the network with Services 4 Configuring applications with ConfigMaps and Secrets 5 Storing data with volumes, mounts, and claims 6 Scaling applications across multiple Pods with controllers PART 2 - KUBERNETES IN THE REAL WORLD 7 Extending applications with multicontainer Pods 8 Running data-heavy apps with StatefulSets and Jobs 9 Managing app releases with rollouts and rollbacks 10 Packaging and managing apps with Helm 11 App development—Developer workflows and CI/CD PART 3 - PREPARING FOR PRODUCTION 12 Empowering self-healing apps 13 Centralizing logs with Fluentd and Elasticsearch 14 Monitoring applications with Kubernetes with Prometheus 15 Managing incoming traffic with Ingress 16 Securing applications with policies, contexts, and admission control PART 4 - PURE AND APPLIED KUBERNETES 17 Securing resources with role-based access control 18 Deploying Kubernetes: Multinode and multiarchitecture clusters 19 Controlling workload placement and automatic scaling 20 Extending Kubernetes with custom resources and Operators 21 Running serverless functions in Kubernetes 22 Never the end

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