

Intro to Ruby Programming

GoSkills online course syllabus

Thursday, May 1, 2025

Skill level

Beginner

Lessons

41

Accredited by

CPD

Pre-requisites

None

Video duration

2h 39m

Estimated study time

21h for all materials

Instructor

John Elder

Introduction

1

Course Introduction

What to expect from this course.

2

Install Sublime and Git Bash

How to install Sublime Text and Git Bash Terminal for your development environment.

3

Install Ruby

Installing Ruby is easy with RubyInstaller.org

4

Hello World and c9 Transition

In this lesson we'll create our first Ruby program!

Ruby Programming Basics

5

Comments and Errors

How to comment code and deal with errors.

6

Arithmetic Operators

How to do basic math with Ruby.

7

Floats and Integers

Understanding the difference between floats and integers and when to use each.

8 Comparison Operators
How to compare two or more items with Ruby.

9 Variables
Storing information in variables is easy!

10 Assignment Operators
How to assign items to variables (and other things).

11 Getting User Input with Gets
Allowing the user to interact with your program.

12 Conditional Statements
How to use if/else/elsif statements in Ruby.

13 Multiple Conditional Comparison Operators
Sometimes you need to compare more than two things, here's how.

14 String Manipulation
Modifying a string is simple with these string manipulation tips.

Intermediate Ruby Concepts

15 Arrays
What are arrays and how do we create and use them?

16 Multi-Dimensional Arrays
An array of other arrays is multi-dimensional.

17 While Loops
Using while loops in Ruby.

18 Until Loops
Looping until a condition is met using until loops.

19 For and Each Loops
Understanding for and each loops, and when to use them.

20 FizzBuzz!
Fizzbuzz! is a popular interview question/quiz. Let's build it!

21 Hashes
What is a hash, and how do you create and use it?

22 Hash Manipulation
Adding and removing items from a hash.

23 Methods
Understanding methods in Ruby.

24 Methods Part 2
More on methods...

25 Random Numbers
How to generate random numbers with Ruby.

Advanced Ruby Concepts

26 Classes
What is a class and how do we use them?

27 Classes Part 2
More on classes and how to use them.

28 Instance Variables
What is an instance variable and how is it different from a regular variable?

29 Class Getters
What is a getter and how do we use it?

30 Class Setters
How to create a class setter and why you should.

31 Understanding Attr_accessor
Let Ruby create your getters and setters automatically with attr_accessor.

- 32** **Class Inheritance**
Inheriting information from other classes.
- 33** **Opening a File**
How to open another file in your Ruby file.
- 34** **Open a File into an Array**
We'll learn to output the contents of a file into an array.
- 35** **Open File Modes**
There are several "modes" for opening files. Learn them all here.
- 36** **Write to a File**
We'll learn to write and append data to a file.
- 37** **Adding Third-party Functionality with Gems**
How to install and use a third-party gem in your program.

Fun with Ruby - Build a Math Flashcard Game!

- 38** **Building a Flashcard Game**
Let's use what we've learned to build a math flashcard game!
- 39** **Flashcard Addition Method**
How to handle the addition flashcards.
- 40** **Flashcard Subtraction, Multiplication, Division Methods**
How to handle subtraction, multiplication and division flashcards.
- 41** **Creating a Menu**
Allow the user to choose which type of flashcard game to play with a menu.