

Ruboto Core

Bruce Eckel

Журнал «Хакер» No07/2014 ,2015-06-05 «Хакер» – это культовый журнал для тех, кто страстно увлечен современными технологиями. Для тех, кто хочет развиваться в IT или просто быть на острие. В каждом номере: подробные HOWTO, практические материалы по разработке и администрированию, интервью с выдающимися людьми, создавших технологические продукты и известные IT-компании, и, конечно, экспертные статьи о хакерстве и информационной безопасности. Мы предельно открыто пишем о существующих проблемах, рассказывая, как их могут использовать злоумышленники. При этом легкость изложения, даже невероятно сложных тем, – наш конек. У издания нет аналогов ни в России, ни в мире. В номере: Прокачать память слону Интервью с ключевым контрибьютором в PostgreSQL Олегом Бартуновым Готовимся к запуску Сервисы для тестирования юзабилити и производительности веб-сайта Второй пошел Настраиваем двойную загрузку на смартфоне и планшете Злые leak'и Как приватные данные попадают в публик и как с этим бороться В Arduino по-хардкорному Программируем микроконтроллеры на низком уровне Дистрибутив-невидимка Обзор возможностей дистрибутива Tails Окончательное предложение Знакомимся с возможностями Foreman и многое другое

Операционные системы реального времени и технологии разработки кроссплатформенного ПО. Часть II Дмитрий Беспалов, Наталия Коробейникова, Сергей Гушанский, 2022-01-29 Данное учебное пособие продолжает серию пособий для студентов дневной и заочной форм обучения, обучающихся по направлениям 09.03.01, 09.04.01 – Информатика и вычислительная техника. Также может быть полезно студентам и магистрантам, обучающимся по смежным специальностям. Пособие представляет собой

описание технологий разработки нативного и кроссплатформенного программного обеспечения. Разработано на кафедре вычислительной техники ИКТИБ ЮФУ.

Rails 4 in Action Rebecca Skinner, Yehuda Katz, Ryan Bigg, Stephen Klabnik, 2015-08-30 Summary
Rails 4 in Action is a comprehensive introduction to Rails that guides you hands-on through all you'll need to become a competent and confident Rails developer. In it, you'll master Rails 4 by developing a ticket-tracking application that includes RESTful routing, authentication and authorization, file uploads, email, and more. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Rails is a full-stack, open source web framework powered by Ruby. Now in version 4, Rails is mature and powerful, and to use it effectively you need more than a few Google searches. You'll find no substitute for the guru's-eye-view of design, testing, deployment, and other real-world concerns that this book provides. Rails 4 in Action is a hands-on guide to the subject. In this fully revised new edition, you'll master Rails 4 by developing a ticket-tracking application that includes RESTful routing, authentication and authorization, file uploads, email, and more. Learn to design your own APIs and successfully deploy a production-quality application. You'll see test-driven development and behavior-driven development in action throughout the book, just like in a top Rails shop. What's Inside Creating your own APIs Using RSpec and Capybara Emphasis on test-first development Fully updated for Rails 4 About the Reader For readers of this book, a background in Ruby is helpful but not required. No Rails experience is assumed. About the Authors Ryan Bigg, Yehuda Katz, Steve Klabnik, and Rebecca Skinner are contributors to Rails and active members of the Rails community. Table of Contents Ruby on Rails, the framework Testing saves your bacon Developing a real Rails application Oh, CRUD! Nested resources Authentication Basic access control Fine-grained access control File uploading Tracking

state Tagging Sending email Deployment Designing an API Rack-based applications

The Busy Coder's Guide to Advanced Android Development Mark L. Murphy, 2011 There are many Android programming guides that give you the basics. This book goes beyond simple apps into many areas of Android development that you simply will not find in competing books. Whether you want to add home screen app widgets to your arsenal, or create more complex maps, integrate multimedia features like the camera, integrate tightly with other applications, or integrate scripting languages, this book has you covered. Moreover, this book has over 50 pages of Honeycomb-specific material, from dynamic fragments, to integrating navigation into the action bar, to creating list-based app widgets. It also has a chapter on using NFC, the wireless technology behind Google Wallet and related services. This book is one in CommonsWare's growing series of Android related titles, including The Busy Coder's Guide to Android Development, Android Programming Tutorials, and the upcoming Tuning Android Applications. Table of Contents WebView, Inside and Out Crafting Your Own Views More Fun With ListViews Creating Drawables Home Screen App Widgets Interactive Maps Creating Custom Dialogs and Preferences Advanced Fragments and the Action Bar Animating Widgets Using the Camera Playing Media Handling System Events Advanced Service Patterns Using System Settings and Services Content Provider Theory Content Provider Implementation Patterns The Contacts ContentProvider Searching with SearchManager Introspection and Integration Tapjacking Working with SMS More on the Manifest Device Configuration Push Notifications with C2DM NFC The Role of Scripting Languages The Scripting Layer for Android JVM Scripting Languages Reusable Components Testing Production

The Well-Grounded Rubyist Joe Leo, 2019-03-05 Summary The Well-Grounded Rubyist, Third Edition is a beautifully written tutorial that begins with your first Ruby program and takes you all

the way to sophisticated topics like reflection, threading, and recursion. Ruby masters David A. Black and Joe Leo distill their years of knowledge for you, concentrating on the language and its uses so you can use Ruby in any way you choose. Updated for Ruby 2.5. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Designed for developer productivity, Ruby is an easy-to-learn dynamic language perfect for creating virtually any kind of software. Its famously friendly development community, countless libraries, and amazing tools, like the Rails framework, have established it as the language of choice for high-profile companies, including GitHub, SlideShare, and Shopify. The future is bright for the well-grounded Rubyist! About the Book In The Well-Grounded Rubyist, Third Edition, expert authors David A. Black and Joseph Leo deliver Ruby mastery in an easy-to-read, casual style. You'll lock in core principles as you write your first Ruby programs. Then, you'll progressively build up to topics like reflection, threading, and recursion, cementing your knowledge with high-value exercises to practice your skills along the way. What's Inside Basic Ruby syntax Running Ruby extensions FP concepts like currying, side-effect-free code, and recursion Ruby 2.5 updates About the Reader For readers with beginner-level programming skills. About the Authors David A. Black is an internationally known Ruby developer and author, and a cofounder of Ruby Central. Ruby teacher and advocate Joseph Leo III is the founder of Def Method and lead organizer of the Gotham Ruby Conference. Table of Contents PART 1 RUBY FOUNDATIONS Bootstrapping your Ruby literacy Objects, methods, and local variables Organizing objects with classes Modules and program organization The default object (self), scope, and visibility Control-flow techniques PART 2 BUILT-IN CLASSES AND MODULES Built-in essentials Strings, symbols, and other scalar objects Collection and container objects Collections central: Enumerable and Enumerator Regular expressions and

regex-based string operations File and I/O operations PART 3 RUBY DYNAMICS Object individuation Callable and runnable objects Callbacks, hooks, and runtime introspection Ruby and functional programming

Violent Python TJ O'Connor, 2012-12-28 Violent Python shows you how to move from a theoretical understanding of offensive computing concepts to a practical implementation. Instead of relying on another attacker's tools, this book will teach you to forge your own weapons using the Python programming language. This book demonstrates how to write Python scripts to automate large-scale network attacks, extract metadata, and investigate forensic artifacts. It also shows how to write code to intercept and analyze network traffic using Python, craft and spoof wireless frames to attack wireless and Bluetooth devices, and how to data-mine popular social media websites and evade modern anti-virus. Demonstrates how to write Python scripts to automate large-scale network attacks, extract metadata, and investigate forensic artifacts Write code to intercept and analyze network traffic using Python. Craft and spoof wireless frames to attack wireless and Bluetooth devices Data-mine popular social media websites and evade modern anti-virus

Agile Web Development with Rails 6 Sam Ruby, David B. Copeland, Dave Thomas, 2020-02-10 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.

Ruby Under a Microscope Pat Shaughnessy, 2013 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--

TANGO MASTERS MICHAEL. LAVOCAH, 2024

Basic English Grammar Howard Sargeant, 2007-01-01 This two-book series was written specifically for English language learners and covers all the basic grammar topics for beginners.

Contains clear and concise explanations of the rules and illustrates them with numerous examples. The Did You Know? and Grammar Help notes add further to the understanding of basic grammar. These books will give English language learners a clear understanding of core grammar skills and help lay a strong foundation for good English. Each book includes 150-pages plus of grammar examples and instruction.

Gray Hat Hacking The Ethical Hacker's Handbook, Fourth Edition Daniel Regalado, Shon Harris, Allen Harper, Chris Eagle, Jonathan Ness, Branko Spasojevic, Ryan Linn, Stephen Sims, 2015-01-09 Cutting-edge techniques for finding and fixing critical security flaws Fortify your network and avert digital catastrophe with proven strategies from a team of security experts. Completely updated and featuring 12 new chapters, *Gray Hat Hacking: The Ethical Hacker's Handbook, Fourth Edition* explains the enemy's current weapons, skills, and tactics and offers field-tested remedies, case studies, and ready-to-deploy testing labs. Find out how hackers gain access, overtake network devices, script and inject malicious code, and plunder Web applications and browsers. Android-based exploits, reverse engineering techniques, and cyber law are thoroughly covered in this state-of-the-art resource. Build and launch spoofing exploits with Ettercap and Evilgrade Induce error conditions and crash software using fuzzers Hack Cisco routers, switches, and network hardware Use advanced reverse engineering to exploit Windows and Linux software Bypass Windows Access Control and memory protection schemes Scan for flaws in Web applications using Fiddler and the x5 plugin Learn the use-after-free technique used in recent zero days Bypass Web authentication via MySQL type conversion and MD5 injection attacks Inject your shellcode into a browser's memory using the latest Heap Spray techniques Hijack Web browsers with Metasploit and the BeEF Injection Framework Neutralize ransomware before it takes control of your desktop

Dissect Android malware with JEB and DAD decompilers Find one-day vulnerabilities with binary diffing

Learning Go Jon Bodner, 2021-03-02 Go is rapidly becoming the preferred language for building web services. While there are plenty of tutorials available that teach Go's syntax to developers with experience in other programming languages, tutorials aren't enough. They don't teach Go's idioms, so developers end up recreating patterns that don't make sense in a Go context. This practical guide provides the essential background you need to write clear and idiomatic Go. No matter your level of experience, you'll learn how to think like a Go developer. Author Jon Bodner introduces the design patterns experienced Go developers have adopted and explores the rationale for using them. You'll also get a preview of Go's upcoming generics support and how it fits into the language. Learn how to write idiomatic code in Go and design a Go project Understand the reasons for the design decisions in Go Set up a Go development environment for a solo developer or team Learn how and when to use reflection, unsafe, and cgo Discover how Go's features allow the language to run efficiently Know which Go features you should use sparingly or not at all

SystemVerilog for Verification Chris Spear, Greg Tumbush, 2012-02-14 Based on the highly successful second edition, this extended edition of SystemVerilog for Verification: A Guide to Learning the Testbench Language Features teaches all verification features of the SystemVerilog language, providing hundreds of examples to clearly explain the concepts and basic fundamentals. It contains materials for both the full-time verification engineer and the student learning this valuable skill. In the third edition, authors Chris Spear and Greg Tumbush start with how to verify a design, and then use that context to demonstrate the language features, including the advantages and disadvantages of different styles, allowing readers to choose between alternatives. This textbook

contains end-of-chapter exercises designed to enhance students' understanding of the material. Other features of this revision include: New sections on static variables, print specifiers, and DPI from the 2009 IEEE language standard Descriptions of UVM features such as factories, the test registry, and the configuration database Expanded code samples and explanations Numerous samples that have been tested on the major SystemVerilog simulators SystemVerilog for Verification: A Guide to Learning the Testbench Language Features, Third Edition is suitable for use in a one-semester SystemVerilog course on SystemVerilog at the undergraduate or graduate level. Many of the improvements to this new edition were compiled through feedback provided from hundreds of readers.

On Java 8 Bruce Eckel, 2017-06-16

Programming Ruby David Thomas, 2004 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)

Build Awesome Command-line Applications in Ruby 2 David Bryant Copeland, 2013 Speak directly to your system. With its simple commands, flags, and parameters, a well-formed command-line application is the quickest way to automate a backup, a build, or a deployment and simplify your life. With this book, you'll learn specific ways to write command-line applications that are easy to use, deploy, and maintain, using a set of clear best practices and the Ruby programming language. This book is designed to make any programmer or system administrator more productive in their job. Now updated for Ruby 2. Writing a command-line application that's self-documenting, robust, adaptable and forever useful is easier than you might think. Ruby is particularly suited to this task,

because it combines high-level abstractions with close to the metal system interaction wrapped up in a concise, readable syntax. Plus, Ruby has the support of a rich ecosystem of open source tools and libraries. Ten insightful chapters each explain and demonstrate a command-line best practice. You'll see how to use these tools to elevate the lowliest automation script to a maintainable, polished application. You'll learn how to use free, open source parsers to create user-friendly command-line interfaces as well as command suites. You'll see how to use defaults to keep options simple for everyday users, while giving advanced users options for more complex tasks. There's no reason why a command-line application should lack documentation, whether it's part of a help command or a man page; you'll find out when and how to use both. Your journey from command-line novice to pro ends with a look at valuable approaches to testing your apps, and includes some fun techniques for outside-the-box, colorful interfaces that will delight your users. With Ruby, the command line is not dead. Long live the command line.

Scala in Action Nilanjan Raychaudhuri, 2013-04-08 Summary Scala in Action is a comprehensive tutorial that introduces Scala through clear explanations and numerous hands-on examples. Because Scala is a rich and deep language, it can be daunting to absorb all the new concepts at once. This book takes a how-to approach, explaining language concepts as you explore familiar programming challenges that you face in your day-to-day work. About the Technology Scala runs on the JVM and combines object-orientation with functional programming. It's designed to produce succinct, type-safe code, which is crucial for enterprise applications. Scala implements Actor-based concurrency through the amazing Akka framework, so you can avoid Java's messy threading while interacting seamlessly with Java. About this Book Scala in Action is a comprehensive tutorial that introduces the language through clear explanations and numerous hands-on examples. It takes a how to approach,

explaining language concepts as you explore familiar programming tasks. You'll tackle concurrent programming in Akka, learn to work with Scala and Spring, and learn how to build DSLs and other productivity tools. You'll learn both the language and how to use it. Experience with Java is helpful but not required. Ruby and Python programmers will also find this book accessible. What's Inside A Scala tutorial How to use Java and Scala open source libraries How to use SBT Test-driven development Debugging Updated for Scala 2.10 Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Author Nilanjan Raychaudhuri is a skilled developer, speaker, and an avid polyglot programmer who works with Scala on production systems. Table of Contents PART 1 SCALA: THE BASICS Why Scala? Getting started OOP in Scala Having fun with functional data structures Functional programming PART 2 WORKING WITH SCALA Building web applications in functional style Connecting to a database Building scalable and extensible components Concurrency programming in Scala Building confidence with testing PART 3 ADVANCED STEPS Interoperability between Scala and Java Scalable and distributed applications using Akka

Hacking Secret Ciphers with Python Al Sweigart, 2013 * * * This is the old edition! The new edition is under the title Cracking Codes with Python by Al Sweigart * * * Hacking Secret Ciphers with Python not only teaches you how to write in secret ciphers with paper and pencil. This book teaches you how to write your own cipher programs and also the hacking programs that can break the encrypted messages from these ciphers. Unfortunately, the programs in this book won't get the reader in trouble with the law (or rather, fortunately) but it is a guide on the basics of both cryptography and the Python programming language. Instead of presenting a dull laundry list of concepts, this book provides the source code to several fun programming projects for adults and

young adults.

Learn to Program Chris Pine, 2011-06-17 It's easier to learn how to program a computer than it has ever been before. Now everyone can learn to write programs for themselves - no previous experience is necessary. Chris Pine takes a thorough, but lighthearted approach that teaches you the fundamentals of computer programming, with a minimum of fuss or bother. Whether you are interested in a new hobby or a new career, this book is your doorway into the world of programming. Computers are everywhere, and being able to program them is more important than it has ever been. But since most books on programming are written for other programmers, it can be hard to break in. At least it used to be. Chris Pine will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to write interactive programs, to use APIs to fetch live data from the internet, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. Whether you are looking for a fun new hobby or are interested in entering the tech world as a professional, this book gives you a solid foundation in programming. Chris teaches the basics, but also shows you how to think like a programmer. You'll learn through tons of examples, and through programming challenges throughout the book. When you finish, you'll know how and where to learn more - you'll be on your way. What You Need: All you need to learn how to program is a computer (Windows, macOS, or Linux) and an internet connection. Chris Pine will lead you through setting set up with the software you will need to start writing programs of your own.

How to Be a Programmer Robert L. Read, 2016-04-01 A guide on how to be a Programmer - originally published by Robert L Read <https://braydie.gitbooks.io/how-to-be-a-programmer/content/>

Immerse yourself in heartwarming tales of love and emotion with Explore Love with is touching creation, **Ruboto Core** . This emotionally charged ebook, available for download in a PDF format (Download in PDF: *), is a celebration of love in all its forms. Download now and let the warmth of these stories envelop your heart.

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Ruboto Core Introduction

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