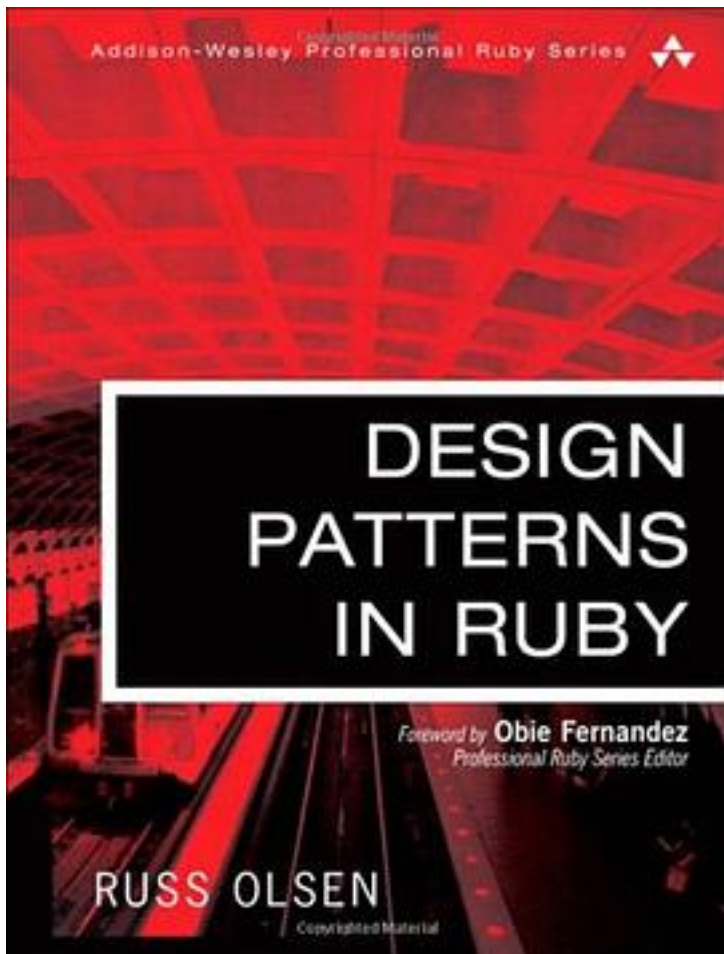


# Design Patterns in Ruby



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著者:Russ Olsen

出版者:Addison-Wesley Professional

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Praise for Design Patterns in Ruby

"Design Patterns in Ruby documents smart ways to resolve many problems that Ruby

developers commonly encounter. Russ Olsen has done a great job of selecting classic patterns and augmenting these with newer patterns that have special relevance for Ruby. He clearly explains each idea, making a wealth of experience available to Ruby developers for their own daily work."

—Steve Metsker, Managing Consultant with Dominion Digital, Inc.

"This book provides a great demonstration of the key 'Gang of Four' design patterns without resorting to overly technical explanations. Written in a precise, yet almost informal style, this book covers enough ground that even those without prior exposure to design patterns will soon feel confident applying them using Ruby. Olsen has done a great job to make a book about a classically 'dry' subject into such an engaging and even occasionally humorous read."

—Peter Cooper

"This book renewed my interest in understanding patterns after a decade of good intentions. Russ picked the most useful patterns for Ruby and introduced them in a straightforward and logical manner, going beyond the GoF's patterns. This book has improved my use of Ruby, and encouraged me to blow off the dust covering the GoF book."

—Mike Stok

"Design Patterns in Ruby is a great way for programmers from statically typed objectoriented languages to learn how design patterns appear in a more dynamic, flexible language like Ruby."

—Rob Sanheim, Ruby Ninja, Relevance

Most design pattern books are based on C++ and Java. But Ruby is different—and the language's unique qualities make design patterns easier to implement and use. In this book, Russ Olsen demonstrates how to combine Ruby's power and elegance with patterns, and write more sophisticated, effective software with far fewer lines of code.

After reviewing the history, concepts, and goals of design patterns, Olsen offers a quick tour of the Ruby language—enough to allow any experienced software developer to immediately utilize patterns with Ruby. The book especially calls attention to Ruby features that simplify the use of patterns, including dynamic typing, code closures, and "mixins" for easier code reuse.

Fourteen of the classic "Gang of Four" patterns are considered from the Ruby point of view, explaining what problems each pattern solves, discussing whether traditional implementations make sense in the Ruby environment, and introducing Ruby-specific improvements. You'll discover opportunities to implement patterns in just one or two lines of code, instead of the endlessly repeated boilerplate that conventional languages often require.

Design Patterns in Ruby also identifies innovative new patterns that have emerged from the Ruby community. These include ways to create custom objects with metaprogramming, as well as the ambitious Rails-based "Convention Over Configuration" pattern, designed to help integrate entire applications and frameworks.

Engaging, practical, and accessible, Design Patterns in Ruby will help you build better

software while making your Ruby programming experience more rewarding.

### 作者介绍:

Russ Olsen has been building software for more than twenty-five years. He has led projects through several generations of programming technologies, from FORTRAN to C to C++ to Java, and now Ruby. He has been using and teaching Ruby since 2002. Olsen writes the popular technology blog Technology As If People Mattered (<http://www.russolsen.com>).

### 目录:

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## 标签

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ruby高级

## 评论

翻译还是有不少毛病，内容上，还是没让我满意，太浅了……

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Design  
Pattern，一些问题会反复的出现，而这些问题又会有一些共同的解决模式，就是设计模式。

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打开了工具箱。  
中文版找不到，于是读英文版，英文也没有那么难读嘛，以后尽量读英文。  
如果对Python和Ruby比较熟悉的话，用这本书入门设计模式还是蛮好的。

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没觉得这本书写得有多好，ruby和dp结合写成一本书本身就很违和

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关键在于迭代中反复体会。

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用ruby来学习设计模式要比Java之类的来的快 用Java学设计模式容易过度设计  
重在学习思想，而不是按部就班的生搬硬套。  
ruby强大灵活的语法使得各种模式实现起来简单而自然

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14个设计模型，从老的到新的，从错误使用到已有设计，从核心问题到解决思路，讲的都很详细，浅显易懂。

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## 书评

AW出版社的这套pro  
ruby系列丛书都是精品。编辑Obie自身是奋斗在生产第一线的大牛，当年一本the rails  
way把rails分析的入木三分。  
这本书总共讲了14个经典的设计模式，相比于GoF里面的描写，具体生动许多，言简意

赅。ruby中这些模式的变化也写的很好。硬挑骨头的话，最后那...

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这本书内容不错，但是译者的水平不高，态度也不认真。前后翻译不统一的地方比比皆是，还有胡乱翻译造成理解上出现偏差。比如6.2节“that is, the simple, indivisible building blocks of the process”中“indivisible building blocks of the process”翻译为“单体模块”。...

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介绍了几种常用的设计模式，结合ruby的实现，有助于ruby的学习。  
有机会要再看看，将设计模式灵活运用到实践工作中。书评到底要多长啊。  
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对设计模式讲得比较浅，适合有设计模式经验的Ruby初学者看看。给我印象最深的是作者一直在表达一种观点，“你不可能用到它”，很有道理。

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