Background and Objectives

- A deeper look into methods and how you can use them inside other methods.
- An introduction to constants and how they differ from variables.
- Understand how to integrate array elements from different arrays into a single string.

You're Awesomo 4000. A robot conceived by Japanese scientists to supply Hollywood with awesome movie plot ideas. You have inside of you, a list of actors, settings and plot twists that will generate the plot for a great new movie.

Specs

Plot Generator

- Implement the `#plot_generator` method defined in the `lib/awesomo.rb` file. It should return a string of a movie plot.

Constants

A constant is similar to a variable, but **it can be used inside a method.** So in this example method:

```
BEST_NUMBER = 6

def my_favorite_number
  BEST_NUMBER
end
```

`my_favorite_number` will return 6. A variable in the place of BEST_NUMBER would result in an error, as variables are not accessible inside a method definition.

The way you define a constant in ruby is similar to defining a variable, but you use **all caps** to write its name. `GREETING = "Hello there"` is an example of defining a constant.

In this exercise, the constants are already defined for you, so you're free to use them inside your methods.

Methods in other methods

You can call methods inside your other methods. Use it to your advantage in this exercise to define. Inside your `#plot_generator` method, you should call the other methods defined in the assignment to generate one final string.

Learning Badges

Again, ask yourself these questions and make sure you can answer all of them:

on constants

- What are the constants in my code?
- Where are the values assigned to these constants and where do I use them?
- What's the scope of a constant?

on methods

- What are the methods in my program? Where do I define them?
- Where do I call them?
- What's the flow of my program when I try to read it line by line?

Tips & Resources

- Each of the following methods should work in a similar way: `#pick_actor`, `#pick_setting`, `#pick_close_one` and `#pick_punchline`. They should take the array defined in their respective constant and return a single random element of that array. Look in the Array Section of the Ruby Docs to find