Function # 1

1. Create a new file
2. Ask the user three questions and have them input their answers
   1. After they enter each questions, copy it to the created file
3. After they enter their responses, print out the File to show them their answers

Function #2

1. Ask user to input the name of a file
   1. The user then inputs a file name
2. If the program detects the words “Perl” or “Python” it will output “The file is interesting
3. If the program detects the words “Ruby” or “ruby” it will output “The file is awesome
4. If it doesn’t detect either of these words it will output “The file is boring

Function #3

1. This function will print out the cube of each number between 4 and 54
2. Set x to 4 and max to 55
3. The function will perform a loop until x is less than the max
4. It will create and get the value “cubed” by doing x \*\* 3 and print the result
   1. You then increment x by 1 to get the next number

Function #4

1. This function will ask the user to input a random number between 10 and 20
   1. If the user inputs a number that is not in the range of 10 and 20 it will ask them to enter a new number until a valid number is chosen
2. The function will then generate a random number and see if it matches up
   1. If It does not match up it will continue to generate random numbers until so
3. The function will then output the number of times it took them to match the number

Function #5

1. This function will read in a file “story.txt” and store it to B file
2. It will then create a new has to store to store every different word it sees
   1. This will then correlate the number of times this word shows up and store it in the hash with the specific word using a loop until there are no lines left
3. It will use this data to print out the total number of words and the number of different words in the file
   1. Uses .size to do this
4. It will then sort the hash by count to put them in order
5. Using this order sort, it will print out the second element of the hash

