**Unit 3 Assignment**

**Directions:**

Please complete the following assignment to signify your completion of Unit 3. All programming projects need to be completed and submitted electronically, following the Electronic Submission Guidelines discussed in class.

**Background:**

The purpose of this assignment is to get practice working with the tool we will be working with in class. We need to learn three things: the Ruby language, object-oriented programming principles and the Rails framework. There really is no substitute in here for getting errors and fixing them. I like to say that half the learning (or more) in this class comes from working with Ruby and fixing errors.

**Project 1: Growing Up...**

Write Ruby program that displays on screen in large letters the street where you grew up. There should be no input, only output. For example, my family originally lived on Sierra Drive, so my output would look like this:

|  |
| --- |
|  |

Generate this output by using five puts statements.

**PROGRAM 2: X Table**  
Write a program to produce a number table as described here. This table should be built from a single integer value provided by the user. The program will display a square 4x4 of various numbers, starting with the value provided by the user.  The entered number should appear in an X like pattern across the table.  Filling the rest of the square, each successive filler number printed will be one less than the filler number previously printed.    
  
For example, the following output should be produced when the user inputs the starting value 15:

Gimme a starting value: **15**  
15 14 13 15   
12 15 15 11  
10 15 15  9   
15  8  7 15    
  
And here is the output that would be produced when the user inputs the starting value 10:   
  
Gimme a starting value: **10**  
10  9  8 10      
 7 10 10  6     
 5 10 10  4     
10  3  2 10    
  
HINT: Don't worry too much about getting all the spacing beautifully correct. I'll be scoring the numbers printed, not the beauty of your table.