



Introduction

The next program is going to be a simple implementation of the game Madlibs. The idea is that user answers a variety of words and then they are put together to make a possibly humorous phrase.

To get started create a file called *madlibs.rb*:

```
puts "Please enter an animal:"
animal = gets.chomp
puts "Please enter a color:"
color = gets.chomp
puts "Please enter an type of person:"
person = gets.chomp
puts "Please enter an object:"
object = gets.chomp
puts "Please enter an adjective:"
adjective = gets.chomp
puts "Please enter a verb:"
verb = gets.chomp
puts "The #{adjective} #{animal} started to #{verb} because the #{person} ran away with the #{color} #{object}."
```

This code uses multiple puts and gets statements to grab lots of data from the user. In the last line we use puts and string interpolation to display the information that the user has entered in a full sentence.