Ruby Exercise

Ruby Fundamentals

A code cheat-sheet is available at <https://github.com/mpierce1988/RubyFundamentalsCheatSheet> . Feel free to use this cheat sheet while completing the exercise. We are both available if you need additional help.

1. Create a variable called “hobby” and a variable called “nickname”. Then, print out a message that says “They call me [nickname], and I enjoy [hobby]”.
2. Create a variable called “counter” and assign it a number. Then, add 1 to the counter variable 5 times using += (use a loop, or repeat the line of code 5 times). Finally, print out the value of the counter variable.
3. Prompt the user for their name and use “gets.chomp” to store the user input into a variable named “name”. Then use “.capitalize” to capitalize the first letter of their name, and store the result in a new variable called “capitalized\_name”. Finally, print out a message that says “Hello, [capitalized\_name]!”.
4. Write a method called “squared” that takes a number as an argument and returns that number to the second power (number \* number). Call the method with the number “5” and puts the result.
5. Write a method called “even\_or\_odd that takes a number as an argument, and puts out “Even” if the number is even, and “Odd” if the number is odd. Then call the method on the number 3, then the number 4.
6. Create a class called Animal, with properties “name” and “species”. Create a constructor (initialize).
7. Create a class called Dog that inherits from Animal. Inside the Dog class, create a method called “bark” that puts out “Woof!”. Then, create an instance of a Dog can call the bark method.