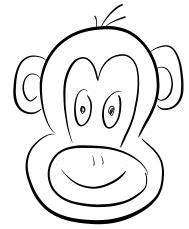# Introduction to Ruby

1. Displaying text

This is how you display text on the screen with Ruby.

```
puts "We love monkeys"
```

- `puts` tells Ruby to display text
- `"We love monkeys"` is the text to be displayed

2. Displaying lots of text

You can tell Ruby to do something a number of times.

```
10.times do
  puts "We love monkeys"
end
```
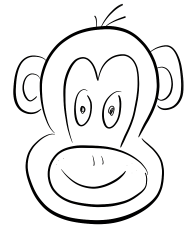
You can also do this.

```
for i in 1..10
  puts "We love monkeys"
end
```

- `i` is a *variable* and the value of it changes each time

Try this.

```
for i in 1..10
  puts i
end
```

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3. Variables

You can think of a variable as being like a tiny cardboard box that you can give a name to and put something inside of. Let's create a variable called `name` and give it a value of `"George"`.

```ruby
name = "George"
puts "Hello #{name}"
```

4. Maths

Ruby lets you add things together with the + symbol.

```ruby
total = 1
total = total + 2
puts "The total is #{total}"
```

Try these other maths operators to see what they do: - * / % **
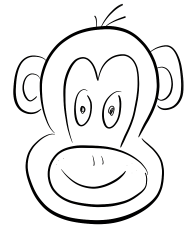
5. Adding numbers from 1 to 100

You now have everything that you need to write a simple program that counts from 1 to 100, adds up all of those numbers and displays the total. Good luck!

6. Adding even numbers from 1 to 100

If you finished that, change your code so that it only adds up the even numbers between 1 and 100.

```ruby
finished = true
if (finished == true)
  puts "change your code to only add even numbers"
end
```

Introduction to Ruby

7. FizzBuzz

And if you finished that too, write a program that prints the numbers from 1 to 100, but:

- for multiples of three, print `"Fizz"` instead of the number
- for multiples of five, print `"Buzz"` instead of the number
- for multiples of three *and* five, print `"FizzBuzz"` instead of the number

In other words:

```
1
2
Fizz
4
Buzz
Fizz
7
8
Fizz
Buzz
11
Fizz
13
14
FizzBuzz
```