Lab Assessment 1 and 2

Module 1: Condition, Looping

1. Introduction:
   1. Variables and Methods
   2. Conversion of Variables
   3. Inclusive and Non Inclusive Range
   4. A program with redo
   5. A program with break
2. A program that prints out the first 10 even numbers
3. A program that calculates the factorial of a number using a while loop
4. A program that prints out the sum of all numbers from 1 to 100 using a for loop
5. A program that prints out the multiplication table of a number
6. A program that checks if a number is prime or not
7. A program that prints out the Fibonacci sequence up to a certain number
8. A program that prints out a triangle of stars
9. A program that reverses a string using a while loop
10. A program that prints out the common elements between two arrays

Module 2: Ruby programs using classes, objects, instance methods, and class methods

1. A program that has a method with and without argument
2. Method name ends with 2 different types of symbols other than “?” and “=”
3. Example program of Instance Method
4. Example program of Class Method
5. Bank Account System (Get Account details, check the balance before withdraw and update balance)
6. Student Grade book System
7. Employee Salary Management System