

Exercises - Session 4



In case you get stuck anywhere, don't be afraid to ask the coaches! They are here to help and will gladly explain everything to you!

Take notes during the exercises. Even if you never look at them again, they will help you memorise things!

Recap previous sessions

1. Write a program that asks for the user's name and prints it out like this: Hello Michelle!

2. We're going to collect mushrooms! Enter the following into IRB:

```
mushroom_count = { "Fabian" => 5, "Thomas" => 3, "Marion" => 7 }
```

Now print out all the participants who collected mushrooms. Find that method in the Ruby Documentation of Hash: <http://ruby-doc.org/core-2.2.0/Hash.html>

Number guessing game

Let's build a number guessing game. Here's how it works:

When our program starts, we think of a random number like this:

```
secret_number = rand(100)
```

With "rand(100)" Ruby picks a random number between 0 and 100 for us.

The user can then enter a number and we will tell her whether it's smaller or greater than the secret number we stored in the beginning.

When the user is wrong, she can guess again as long as she wants. If she guesses the number, the game is over and we congratulate her.

Tip 1: While you are developing the program, print out the secret number. This way it's much easier to see what's going on. If you're done, you can just remove that line and your game is ready.

Tip 2: You're probably more successful if you do this exercise step by step. Figure out the smallest steps you can take to advance your program and run it regularly to see if your code works.