

## ITSE 1394 – Ruby Program 2



For Ruby Program 2, complete the following steps:

1. Using the “Part One and Part Two” content (see the graphic above) on the Ruby Programming site, write a Ruby program named `rubyprogram2.rb` that:
  - a. Starts with the functionality contained in `rubyprogram1.rb`
  - b. Using an **if statement**, includes code to determine if the name “Bob” was entered.
  - c. If “Bob” was entered, outputs “Good to see you Bob” 3 times using a **while loop**.
  - d. Using a **case statement**, includes code to determine if the name “Sue” was entered.
  - e. If “Sue” was entered, outputs “Nice to meet you Sue” 4 times using a **for loop**.
  - f. Includes a method named `greeting` that is called in your program and outputs “Thank you for running this program.”
  - g. Includes a method named `multiply_numbers` that is called that multiplies two numbers passed to it and outputs the product.
2. Test `rubyprogram2.rb` to ensure it operates correctly.
3. Submit `rubyprogram2.rb` to Bb by the due date.



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