Lesson Overview

This lesson is about teaching students how to utilize inputs into their programs. Their programs have been fairly boring so far since all they have been doing in printing commands. This lesson will teach them the general idea of input and how to draw input from a user.

Activity

Start by asking students how a program gets information. There is a simple three step process in every program and it flows like the following:

1. Take some kind of input from a person.

2. Change it.

3. Print out something to show how it changed.

Have students copy down these steps. Explain that far they have only been printing, but they haven't been able to get any input from a person, or change it. Explain that input is what comes from a user as they interact with the program. Have them type the following code to explain it:

```
1  print "How old are you? "
2  age = gets.chomp()
3  print "How tall are you? "
4  height = gets.chomp()
5  print "How much do you weigh? "
6  weight = gets.chomp()
7
8  puts "So, you're #{age} old, #{height} tall and #{weight} heavy."
```

What You Should See

```
$ ruby ex11.rb
How old are you? 35
How tall are you? 6'2"
How much do you weigh?   180lbs
So, you're 35 old, 6'2" tall and 180lbs heavy.
$
```