

### Problem 1: draw nesting boxes

```
x = input("enter x: ")
x = int(x)

if x % 2 == 0:
    print("it's even")
    print("we wanted odd")
else:
    print("it's odd")
    print("good!")

print("thank you")
print("all done")
```

### Problem 2: draw nesting boxes, then write the printed output

```
x = -6
if x > 0:
    if x % 2 == 0:
        print('positive and even')
    else:
        print('positive and odd')
elif x < 0:
    x = -x
    if x % 2 == 0:
        print('negative and even')
    else:
        print('negative and odd')
else:
    print('error!')
    print('please do not use 0')
```

negative and even

**Problem 3:** draw nesting boxes, then write the order of letters printed

```
def f():  
    x = 1  
    y = 2  
    z = 3  
    if z > x:  
        print("A")  
        if z == x + y:  
            print("B")  
            print("C")  
        print("D")  
        if x == y:  
            print("E")  
            print("F")  
        else:  
            print("G")  
    elif z == x:  
        if x == 1:  
            if y == 2:  
                if z == 3:  
                    print("H")  
  
def g():  
    print("I")  
    print("J")  
  
f()  
g()
```

A  
B  
C  
D  
G  
I  
J