**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')

**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()