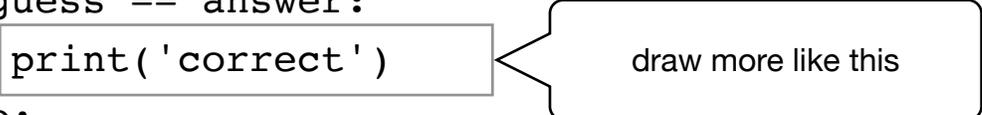**Problem 1**: draw nesting boxes, then write the order of letters printed

```
guess = -1
answer = 2
if guess == answer:
    print('correct')
else:
    if answer < 0 or answer > 100:
        print('need in 0 to 100 range')
if abs(answer - guess) < 5:
    print('you were close')
```

draw more like this

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

```python
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()
```