

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

```
guess = -1
```

```
answer = 2
```

```
if guess == answer:
```

```
    print('correct')
```

draw more like this

```
else:
```

```
    if answer < 0 or answer > 100:
```

```
        print('need in 0 to 100 range')
```

```
if abs(answer - guess) < 5:
```

```
    print('you were close')
```

you were close

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

```
x = -6
```

↑ FALSE

```
if x > 0:
```

```
    if x % 2 == 0:
```

```
        print('positive and even')
```

```
    else:
```

```
        print('positive and odd')
```

```
elif x < 0: TRUE
```

```
    x = -x    # now x = 6
```

```
    if x % 2 == 0: True
```

```
        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
E
F
G
H
I
J