



## 1. Greeting Chooser

Imagine you're making a friendly robot! Ask the user to type their name and save it in a box called "name." If their name is "Alex," make the computer say "Hello, friend!" If it's any other name, make it say, "Hi, stranger!". Use a choice to decide which message to show.

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## 2. Pet Chooser

- Let's pick a favorite pet! Ask the user to type a pet, like "dog" or "cat," and save it in a box. If they pick "dog," make the computer say, "Woof! Dogs are awesome!" For any other pet, say, "Cool choice, but I love dogs!" Use a choice to decide what to say.

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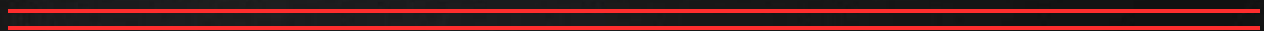


### 3. Favorite Number

- Create a locked box called “favorite number” and set it to 7 (it won’t change).
- Ask the user to guess a number and save it in a box.
- If they guess 7, make the computer say, “That’s my favorite number!”
- If not, say, “Nice try, guess again!”. Use a choice to check the guess.



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#### 4. Counting to five (5)

- Let's count like a rocket blasting off! Make the computer count from 1 to 5.
- Save each number in a box and show it, like "Number: 1," "Number: 2," and
- so on, one per line. Repeat this 5 times to show all the numbers.



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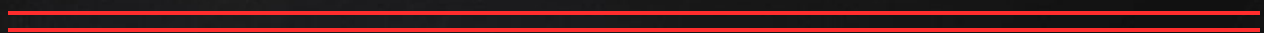


## 5. Even or Odd

- Make a game that collect a number from user and check if the number is even (like 2, 4, 6...) or odd (like 1, 3, 5...)
- Print or display “EVEN” if it is even of display “ODD” if it is odd

**NOTE :** The word box as used in the above questions is referring to a container or a storage item. (:

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THANKS!

Hope that was fun?



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