

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

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

draw more like this

'need in 0 to 100 range'

'you were close'

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

```
x = -6
if x > 0: False
    if x % 2 == 0:
        print('positive and even')
    else:
        print('positive and odd')
elif x < 0: True
    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()
```