### **1. Prompt:**

*"Generate a logo for a tech startup using neon colors."*

* **Category:** Visual / Creative (Image-generation)
* **Reasoning:** This prompt explicitly asks for a **visual output (a logo)** with a defined **design constraint (neon colors)**. It is not about conversation or explanation but rather creating a graphic artifact. Such prompts are typically suited for image-generation tools like DALL·E or design-focused AI.

### **2. Prompt:**

*"Explain blockchain to a 5-year-old."*

* **Category:** Instructional / Educational (Simplification)
* **Reasoning:** The goal here is **to teach/explain a complex concept (blockchain)** in a way that a child can understand. It requires **simplification, analogy, and child-friendly language**. This makes it an instructional prompt, aimed at transferring knowledge in an easy-to-digest form.

### **3. Prompt:**

*"You are a UX designer. Suggest improvements to this app layout."*

* **Category:** Role-play / Evaluative (Instructional)
* **Reasoning:** The prompt sets a **persona (“You are a UX designer”)** and asks for **analysis plus suggestions for improvement**. It is evaluative in nature since it critiques an existing design, while also instructional because it provides guidance on how to make it better. This belongs to **role-based evaluative prompts** that combine expertise simulation with actionable advice.