1.

US Rates;

Birth = 8s

Death = 12s

New\_Immigrant = 33s

Rate\_Of\_Change = Birth – Death + New\_Immigrant

Current\_population = 325,766,236

Current\_Rate = Current\_population / Rate\_Of\_Change

If Current\_population > 0 :

US\_population = Current\_population / 31536000

Output US\_population

2.

Day = 86400s

Ask user an inpus 0<x<1000000

If 0<x<1000000:

Hour = x / 3600

Day\_x = x/ 86400

Minute = x / 60

Second = x / 1000000

Output “The time is” Day\_x “days,” Hour “Hours,” Minute “Minutes, and” Second “Seconds.”

3.

Ask user to input a number (doesn’t matter if float or integer) for Celsius (C)

C = user input

Fahrenheit = 1.8C + 32

Output Fahrenheit

4.

Ask user a number 1<x<10

If number is 1<x<10:

Answer = number

Else:

Tell user “Not a number between 1 and 10.”

Go back to the beginning.

Output Answer

5.

Ask user the float number of miles per gallon greater than 0

Number = x

If x < 25:

Tell user “So bad, so very, very bad.”

If x ≤ x ≤ 50:

Tell user “Not great, but okay.”

If x > 50:

Tell user “Nice job!”

Else:

Tell user “Try again”

Go back to the beginning

6.

Tell user “Welcome to the Game” \n  
Fight\_the\_villian = 1

Save\_the\_citizen = 2

Return\_to\_secret\_base = 3

Tell user “Choose your superhero adventure game” \n

Tell user “Fight the villain (1), Save the Citizen (2), or Return to Secret Base(3)”

If user input = 1

Answer = “You win!”

Output Answer

Go back up to “Choose your superhero adventure game”

If user input = 2

Answer = “You saved the Citizen.”

Output Answer

Go back up to “Choose your superhero adventure game”

If user input = 3

Answer = “Who will save the world?”

Output Answer

End Game

7.

Tell Robot “Welcome to Treasure Hunt!” \n

Tell Robot “You will receive clues that guide to other clues.” \n

Tell Robot “These clues will lead to the Treasure.”

Tell Robot “Let’s begin.”

Tell Robot to move forward until it hits a White Tile:

If there is no white tile:

Move forward until there is a white tile

Once there is a white tile, Pick up clue

Move in the direction of the white tile:

If there is a Blue Tile:

Pick up clue

Move in the direction of the Blues Tile:

If there is a Green Tile:

Pick up clue

Move in the direction of the Green Tile:

If there is a Black Tile:

Move two tiles backwards

Rotate Robot to the right

Continue in that direction

If there is a Yellow Tile:

Tell user “Congratulations!”

Pick up the Treasure

End Game