

Tasks: Lab 04 (Scratch)

1. Develop a program in which the sprite says 'pass' or 'fail' depending upon the student marks. A student is pass or fail if marks are above or below 50. You can input the marks when space key is pressed. Once this is done, output 'excellent' if marks are 80 or above, 'well done' if marks are between 70 and 79 (inclusive) and 'ok' if marks are between 60 and 69 (inclusive).
2. Make a program which ask user for 'n' numbers entries and then perform following tasks as well.
Suggested: Make a menu for the operations with specific numbers so that each can be checked anytime.
 - a. Print the sum of n numbers,
 - b. Print even numbers if any,
 - c. Print odd numbers if any,
 - d. Print the maximum number.
 - e. Print the minimum number.
 - f. Print negative numbers if any.
3. Take two numbers as input from the user and perform basic mathematical operations on them.
4. Random objects are coming from top to bottom at random speed. Your objective is to avoid getting hit by those objects. By avoiding those objects, you gain (+1) point. By getting a hit from objects you lose (-5) points. Starting score will be 5. Once you reach zero, It's a GAME OVER. If you get 30 points, you WIN.

Bonus:

Sketch graph lines. (hint keep x-axis = 210, -210 and y-axis 150, -150 for positive and negative axis respectively)

- a. Draw Q1 result.
- b. Draw Q3 result.
- c. Sort the list elements by any method/technique in Q2.