

1. Draw

Make the sprite ask for an input. Draw a regular polygon with the number of sides equal to the number inputted. For example, if 4 is inputted, draw a square.

2. New Sorting Algorithm

Kenny had a new idea for a way to sort numbers. He thinks that he could create a sorted sequence of numbers by going through the sequence, until he finds a number that is out of order. He will remove that number from the sequence, and start from the beginning. For example:

1 5 3 6 2 4 9 (3 is removed)

1 5 6 2 4 9 (2 is removed)

1 5 6 4 9 (4 is removed)

1 5 6 9 (final product)

3. Cat Drop

Create a program where the Cat is moved to a random location, then fall. Try to make the fall as realistic as possible. Then, it should bounce a few times, before stopping. You will be graded on how smooth the fall is, as well as how realistic it looks.