

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. Domino

Create a simulation, where a few (at least 3) domino will fall. Have it so that the first domino fall when the green flag is placed, and have the other domino fall when it is touched. Try to make it realistic, and try not to use fixed timings, where you program each domino to fall in a specific time.