

1. Fizzbuzzpop

Make the sprite count up from 1 by making the sprite say the numbers. However, if the number is a multiple of 3, replace the number with “fizz”. If the number is a multiple of 5, replace the number with “buzz”. If it is a multiple of 7, replace it with “pop”. If the number is a multiple of 2 of these numbers, then say both words. So, it should look like this:

1 2 fizz 4 buzz fizz pop 8 fizz 10 11 fizz 13 pop fizzbuzz 16
17 Fizz 19 buzz fizzpop 22

2. Reverse sentences

Make the sprite ask for a sentence. You need to reverse each word but not the order of the words. For example, if the input is, “Yoyo is a cool H4CK3R”, you should output, “oyoY si a looc R3KC4H”

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.