

# 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. 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.