1. Cards

You have a normal deck of cards. When the green flag is clicked, deal 2 random cards. You can just output the card in text form.

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.