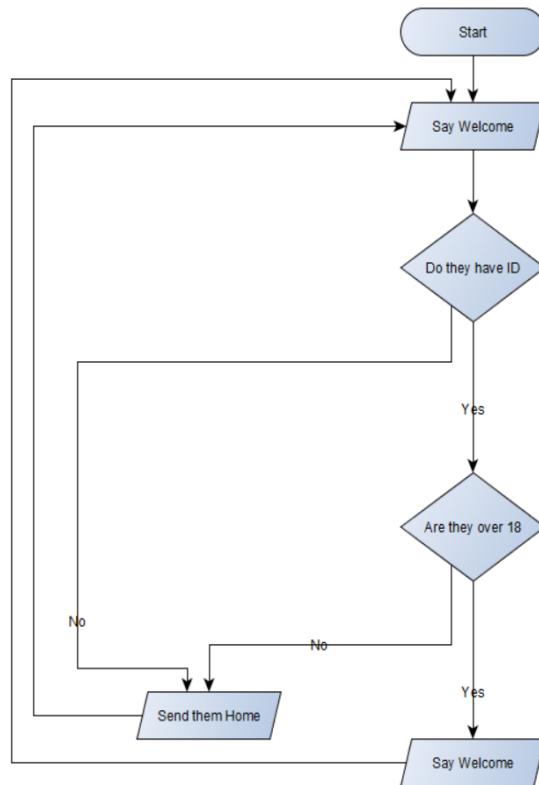


Part Two

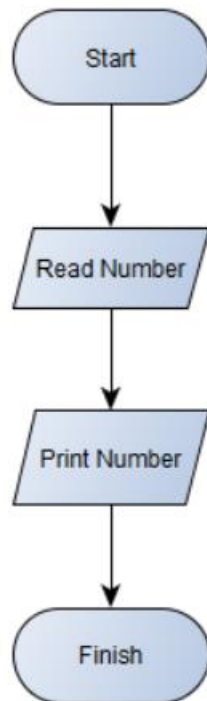
Clubhouse

Clubhouse.graphml x

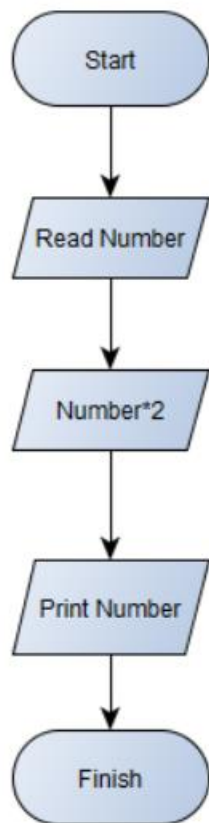


Part 1

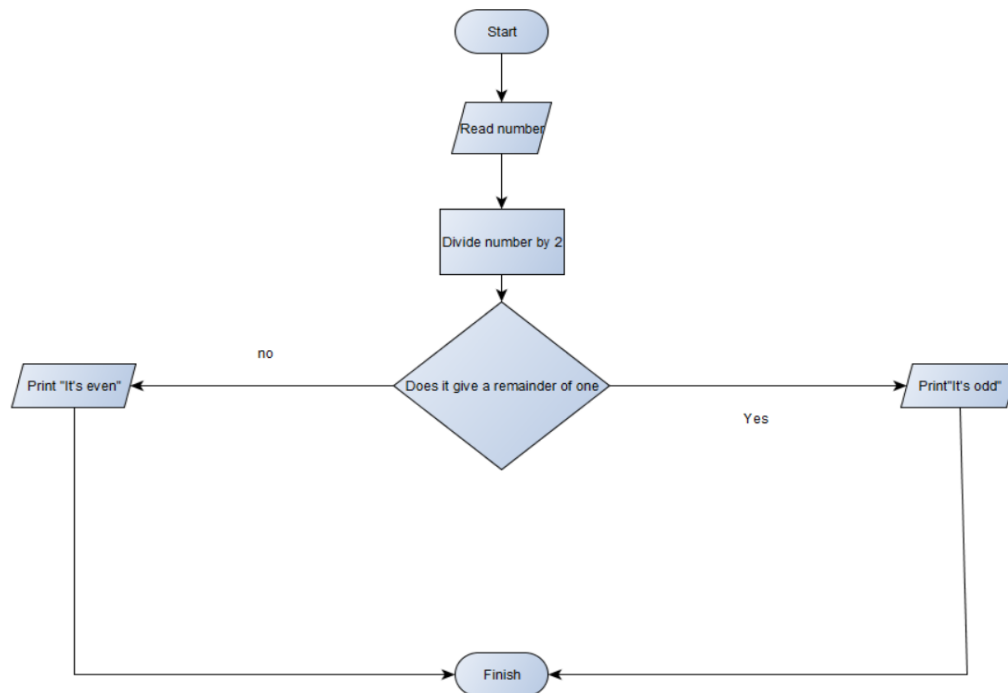
Problem 1- Produce a number



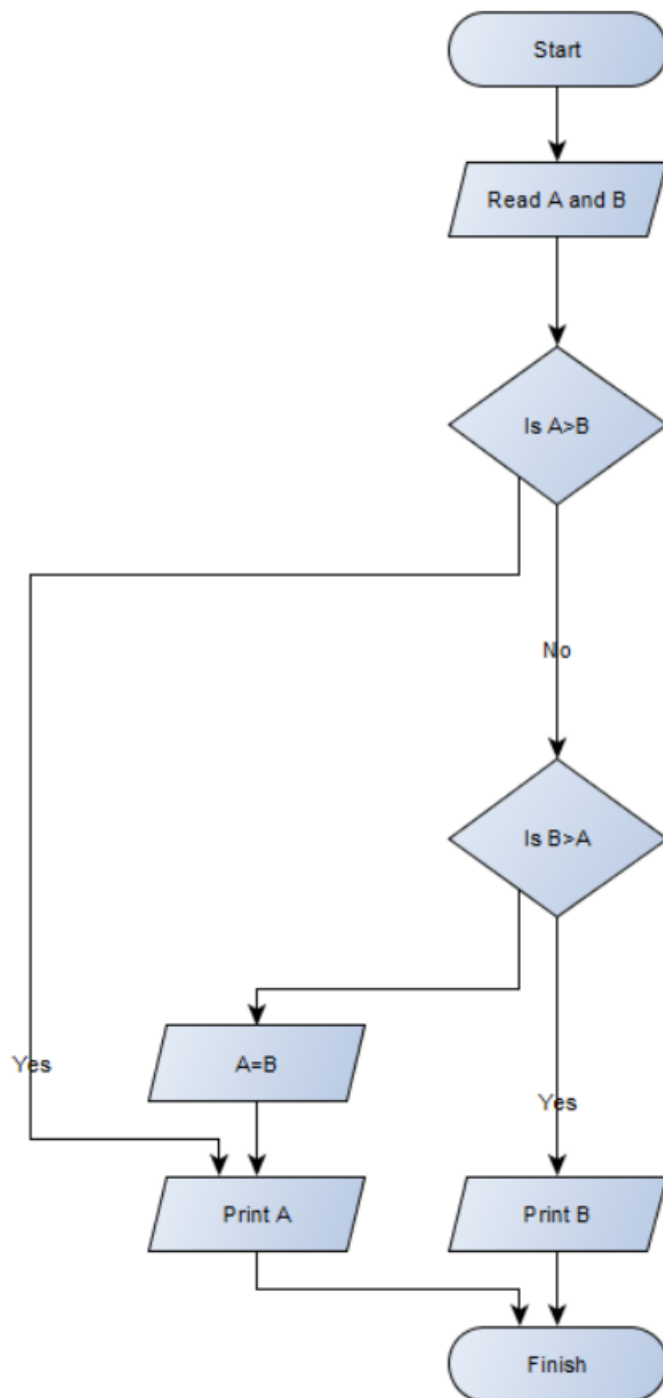
Problem 2-Produce a number double what was inputted



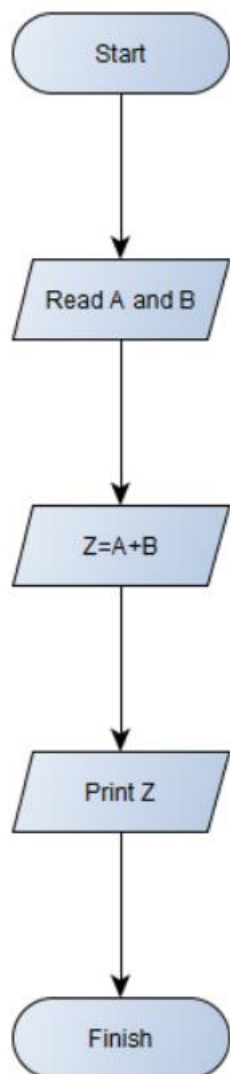
Problem 3-determine whether a number is odd or even



Problem 4-Print the bigger of the two numbers

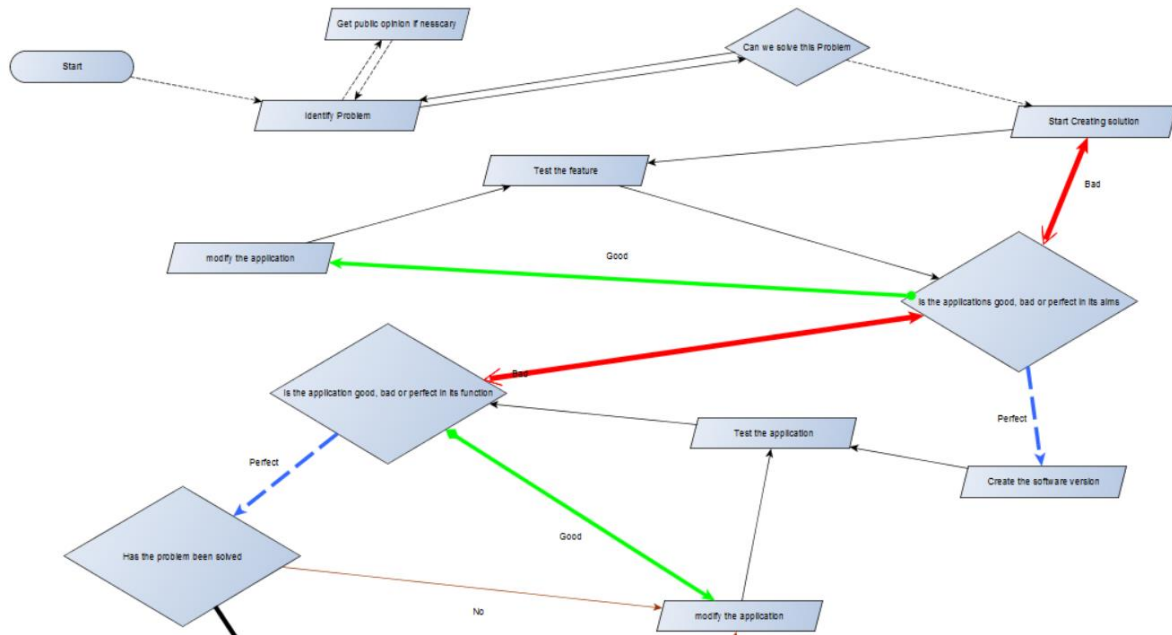


Problem 5-Adding two numbers to create a third

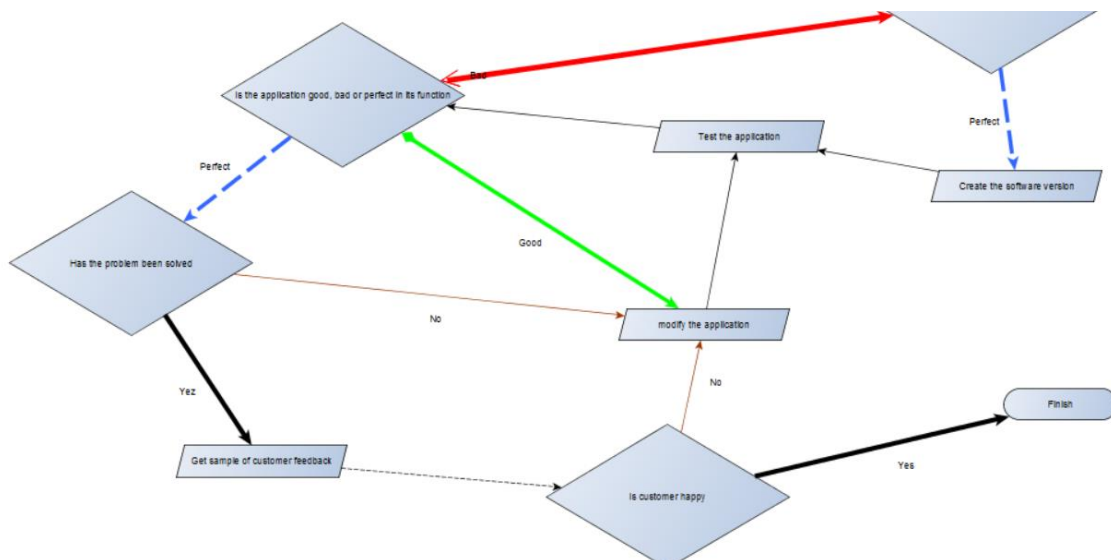


Problem 6- Creating a new application

Part One



Part 2



Problem 7- Printing the biggest of the three numbers A,B and C

