

```
set variable test list as 1, 2, 3
set variable test 1 as value of positive sum with inputs test list
set variable correct 1 as value of 6
if test 1 is not correct 1
  print Something is wrong with positive sum.

set variable test list as 1, 2, 3, -1
set variable test 2 as value of positive sum with inputs test list
set variable correct 2 as value of 6
if test 2 is not correct 2
  print Something is wrong with positive sum.

set variable test list as 0, 0, -1, -1
set variable test 3 as value of positive sum with inputs test list
set variable correct 3 as value of 0
if test 3 is not correct 3
  print Something is wrong with positive sum.

set variable test list as empty list
set variable test 4 as value of positive sum with inputs test list
set variable correct 4 as value of 0
if test 4 is not correct 4
  print Something is wrong with positive sum.
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The image shows a sequence of Scratch code blocks. Each block is a 'set variable' block followed by an 'if' block. The 'set variable' blocks are blue, and the 'if' blocks are yellow. The 'if' blocks contain a 'print' block. The code is organized into four distinct test cases, each with its own set of variables and a conditional check. The first test case uses the list [1, 2, 3] and expects a sum of 6. The second test case uses the list [1, 2, 3, -1] and expects a sum of 6. The third test case uses the list [0, 0, -1, -1] and expects a sum of 0. The fourth test case uses an empty list and expects a sum of 0. The 'positive sum' function is called with the 'test list' variable as input.