



```
set variable year of birth as 12
set variable year of death as 41
set variable age as year of death - year of birth
set variable start of reign as 37
set variable end of reign as 41
set variable reign as end of reign - start of reign
print "Caligula"
print
  reign
  age
```

The image shows a sequence of Scratch code blocks. The first six blocks are blue 'set variable' blocks, each with a variable name in an orange bubble, the word 'as', and a value in a white box. The seventh block is a purple 'print' block with the text 'Caligula'. The eighth block is a purple 'print' block with two orange bubbles, one containing 'reign' and the other 'age', stacked vertically.