# CODING CURRICULUM FEEDBACK

* start with naming numbers and using max, min, and print

x = 10  
y = 5  
  
big\_number = max(x, y)  
really\_small\_number = min(big, 0.0001)  
  
print(really\_small\_number)

* fizzbuzz for if else and loops

for number in range(10):  
 if number % 15 == 0:  
 print("fizzbuzz")  
 if number % 5 == 0:  
 print("buzz")  
 if number % 3 == 0:  
 print("fizz")  
 else:  
 print(number)

* diagram of makerPi
* spin by rotations