Conditionals

1. Write a GDScript code snippet that uses an if statement to check if a variable "score" is greater than 100. If it is, print "You achieved a high score!".

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2. Write a GDScript code snippet that uses an if-else statement to check if a variable "temperature" is greater than 30. If it is, print "It's hot outside!", otherwise print "It's a pleasant day.".

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# Functions

1. Write a GDScript function called "calculateArea" that takes two parameters, "length" and "width", and returns the area of a rectangle.

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2. Write a GDScript function called "isEven" that takes a parameter "number" and returns true if the number is even, and false otherwise.

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# Vectors

1. Write a GDScript code snippet that creates a Vector2 variable called "position" with x = 5 and y = 10.

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2. Write a GDScript code snippet that adds two Vector2 variables, "velocity" and "acceleration", and stores the result in a new variable called "result".

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