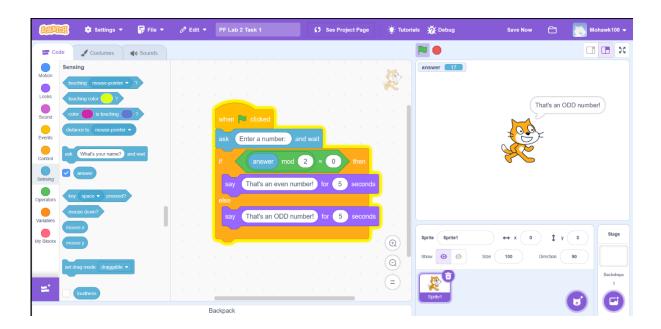
PF LAB 2 CLASS TASKS

Question:1

Create a Scratch program that asks the user for a number. The program should check if the number is even or odd. If the number is even, the sprite should say "That's an even number!" If it's odd, the sprite should say "That's an odd number!".

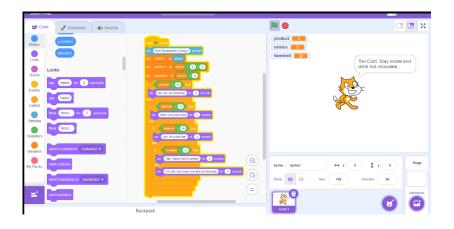


PF LAB 2 CLASS TASKS

Question:2

Create a Scratch program that recommends a daily activity based on the current weather. Ask the user for the temperature and then suggest a specific activity for different conditions.

- Above 85°F: Very hot swimming recommended
- 70-85°F: Warm beach activities
- 50-60°F: Cool park walks
- 33-50°F: Chilly indoor activities
- Below 33°F: Freezing stay indoors



Code:

(Separate for readability)

```
ask Enter Temperature in Celsius: and wait

set celsius ▼ to answer

set product ▼ to celsius * 9 / 5

set farenheit ▼ to product + 32

if farenheit > 85 then

say Very Hot. Go Swimming. for 2 seconds

else

if farenheit > 70 then

say Warm. Go to the beach for 2 seconds

else

if farenheit > 50 then

say Cool. Go to the Park. for 2 seconds

else

if farenheit > 33 then

say Chilly. Maybe wear a sweater. for 2 seconds

else

say Too Cold. Stay inside and drink hot chocolate. for 2 seconds
```

PF LAB 2 CLASS TASKS

Question: 3

Make a program that generates and displays the first 10 numbers of the Fibonacci sequence. The sequence starts with 0 and 1, and each subsequent number is the sum of the two preceding ones (e.g., 0, 1, 1, 2, 3, 5, 8, 13,12). calculate and show each number.

