**Problem 1**: draw nesting boxes, then write the order of letters printed

guess = -1

answer = 2

draw more like this

if guess == answer:

 print('correct')

else:

 if answer < 0 or answer > 100:

 print('need in 0 to 100 range')

if abs(answer - guess) < 5:

 print('you were close')

**Problem 2**: draw nesting boxes, then write the printed output

x = -6

if x > 0:

 if x % 2 == 0:

 print('positive and even')

 else:

 print('positive and odd')

elif x < 0:

 x = -x

 if x % 2 == 0:

 print('negative and even')

 else:

 print('negative and odd')

else:

 print('error!')

 print('please do not use 0')

**Problem 3**: draw nesting boxes, then write the order of letters printed

def f():

 x = 1

 y = 2

 z = 3

 if z > x:

 print("A")

 if z == x + y:

 print("B")

 print("C")

 print("D")

 if x == y:

 print("E")

 print("F")

 else:

 print("G")

 elif z == x:

 if x == 1:

 if y == 2:

 if z == 3:

 print("H")

def g():

 print("I")

 print("J")

f()

g()