Alice Exercises: Chapter 3

**Ex 3.1:**
If \( \text{score} < 20 \)
   - coach points at player
Else
   - do nothing

**Ex 3.2:**
If \( \text{day of week} == 2 \)
   - dancer spin in place 2 revolutions
Else
   - do nothing

**Ex 3.3:**
If IEEERemainder of switch value / 2 == 0 \((\text{even number})\)
   - boat turn right .125 revolution
Else
   - boat turn left .125 revolution

**Ex 3.4:**
If passes > 50 and passes < 100
   - zamboni turn 1/2 revolution
Else
   - do nothing

**Ex 3.5:**
If IEEERemainder of total / 4 == 0 OR IEEERemainder of total / 5 == 0
   - Increment count1 by 1
Else
   - Increment count2 by one

**Ex 3.6:**
While target is above skydiver
   - skydiver move down 1 meter

**Ex 3.7:**
While car1 distance behind car2 < 5 meters
   - car2 speed = car2 speed / 2
Ex 3.8:
seconds set at 10
While seconds >= 0
    countdown set text to seconds as a string
    decrement seconds by 1

Ex 3.9:
Loop 10 times
    skater spin in place 1 revolution

Ex 3.10:
Loop 5 times
    num set value to index
do together
    plane move forward num meters
    plane move down num meters

Is a number even?
If IEEERemainder of var / 2 == 0

Is a number odd?
If IEEERemainder of var / 2 == 1