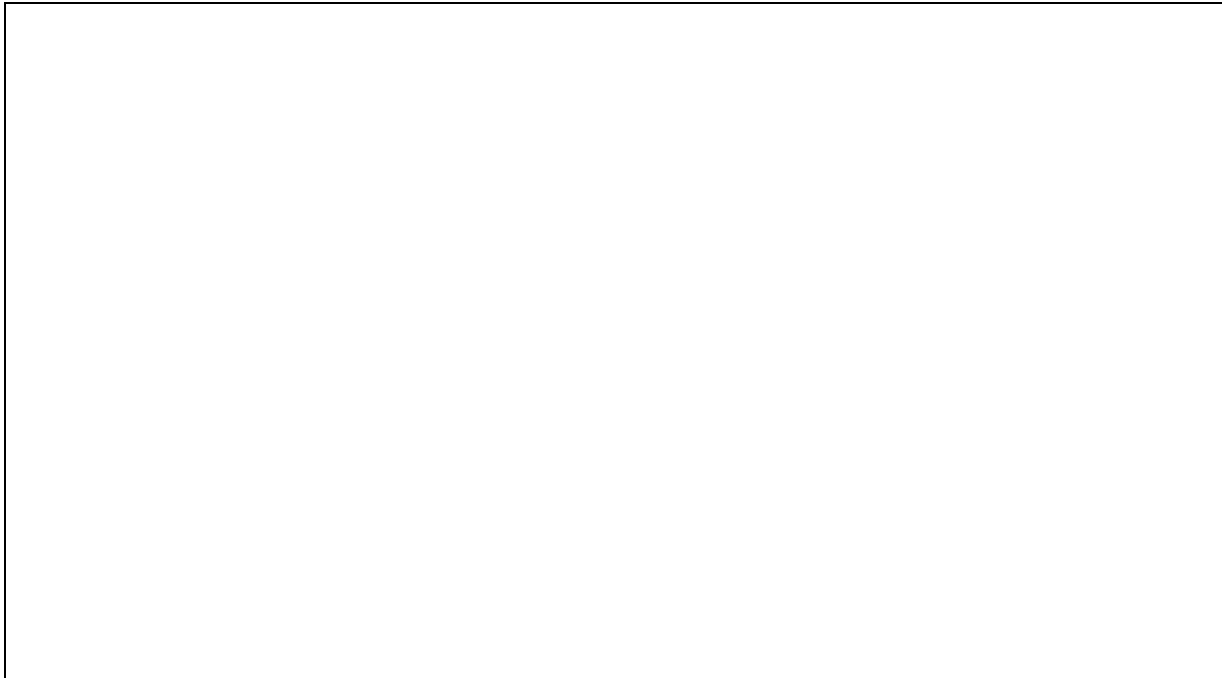
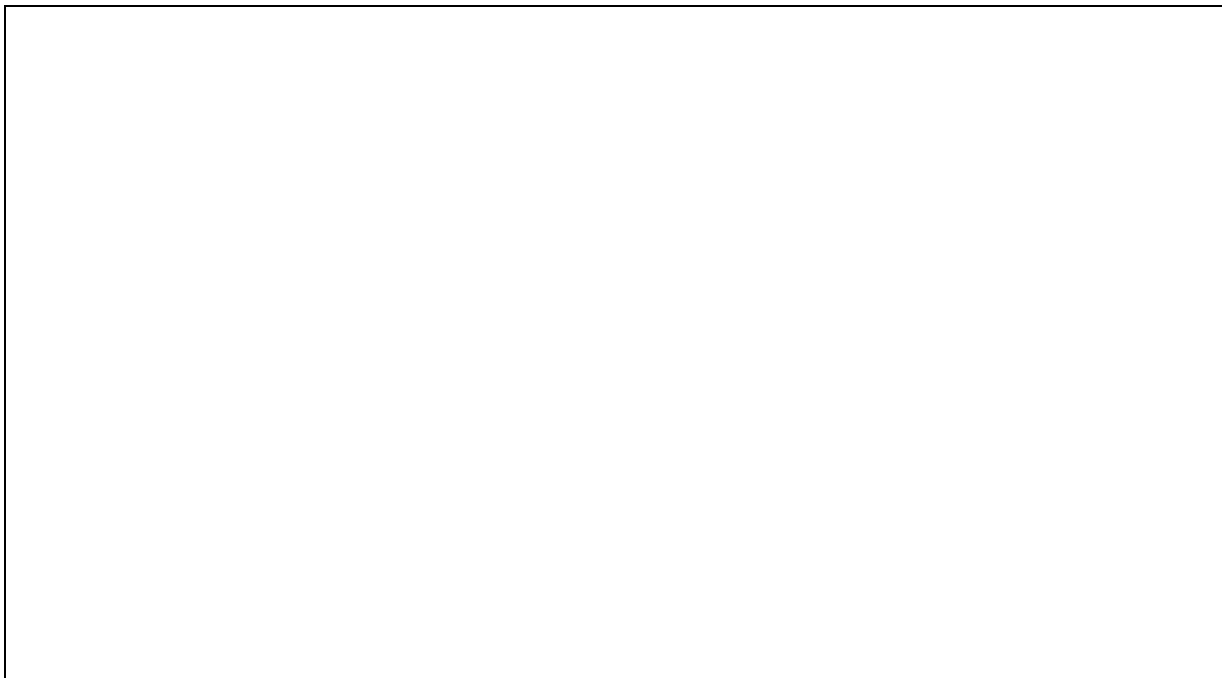


(1) In the box below, draw what you think the stage should look like when we are finished.



In the box below, draw what the class' final design for the stage looks like.



Program Execution:

(2) The human player plays first and selects one of rock, paper, scissors. After the human clicks on the selection, what should happen in the program?

(3) After the human player's turn is finished, what is the next step in the program after this?

(4) Lastly, what is the last set of steps the program needs to execute?

(5) What are variables and what are they used for in programs?