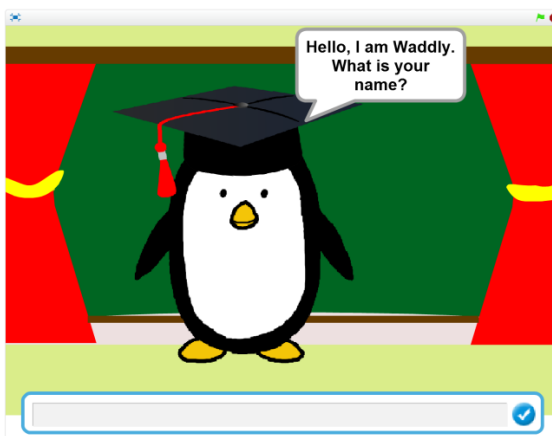Have you ever wanted to make a program that you could use to make quizzes? Using the things you have learned about the arithmetic commands of Scratch, it's now your turn to create a simple interactive quiz wherein:

① when the green flag is clicked, Mr. Waddly (the sprite) will greet and introduce himself to the player. He will then ask for the name of the player;
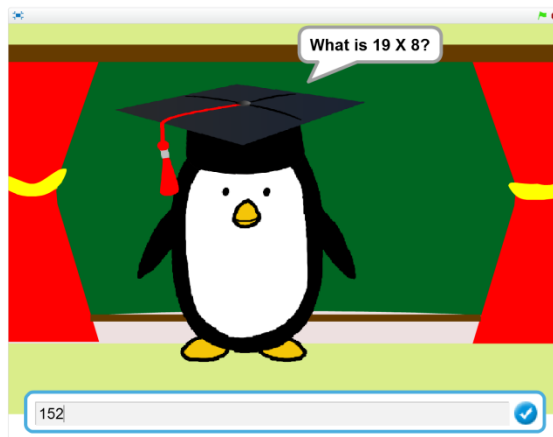

**②** he will reply "Hello, (name of the player)!" within 2 seconds;
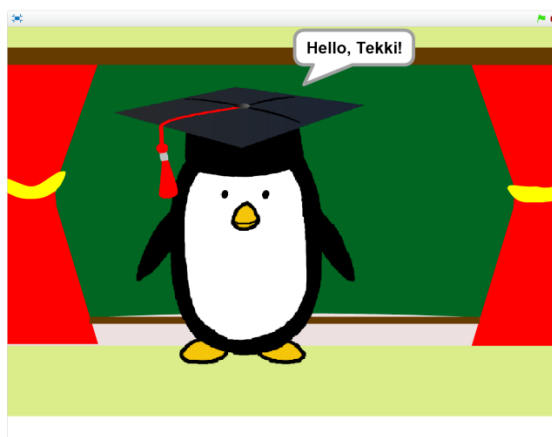
③ he will say that for today they will be practicing multiplication for 2 seconds;

④ he will ask, also for two seconds, if the player is ready and will say, "Let's begin!" for another 2 seconds;

⑤ he will ask 15 multiplication equations wherein the multiplicand and multiplier will be selected randomly from 3 to 20;

⑥ if the player answers the equation correctly, the score will be increased by 1 and Mr. Waddly will give a praise of "Correct!" for 2 seconds. However, if the player did not get the answer correctly, Mr. Waddly will think, "Hmm…" for 1 second and will then give the correct answer for two seconds; and

2
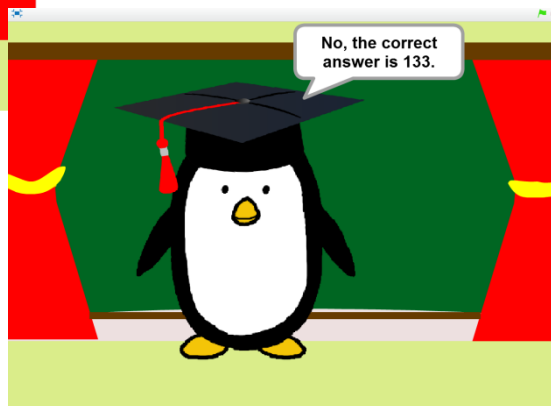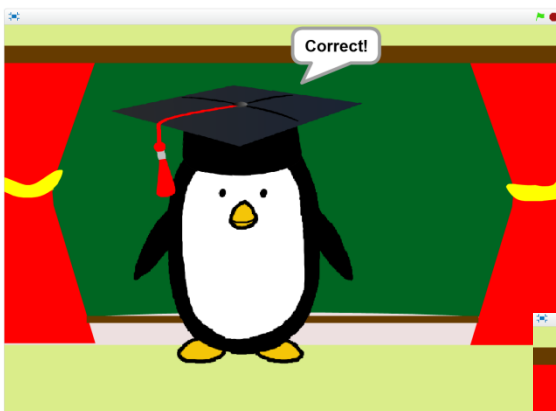
7 after all the 15 multiplication equations are answered by the player, Mr. Waddly would give the assessment on how the player answered each equation.

This is how Mr. Waddly would assess the player based on the gathered score:

- If the player got 15 correct answers, Mr. Waddly will say, "Wow! A perfect score! Great job! Keep up the good work!" for 5 seconds;
- If the player got 10 - 14 correct answers, Mr. Waddly will say, "Wonderful job! Keep it up!" for 5 seconds;
- If the player got 6 - 9 correct answers, Mr. Waddly will say, "You did alright, but try harder next time. Keep on practicing! " for 5 seconds; and
- If the player got 5 and below correct answers, Mr. Waddly will say, "There's always a room for improvement. Just keep on practicing to improve your skills," for 5 seconds.

Don't forget to save your file as: SurnameFirstname_L34