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| **Problem** | **Solution** |
| Choose a random letter from the first 5 letters of the alphabet. | There must be a variable that holds a string of the 5 letters ‘abcde’. Call the variable, say, *5Letters*.  Use the *pick random () of ()* block to choose a random number from 1 to 5. Keep the random number in a variable called, say, *RandomPosition*.  Use the *letter () of ()* block to get the matching letter from the *5Letters* variable. Keep this letter in a variable called, say, *RandomLetter*. |
| The user must enter a letter for the program to use later. |  |
| Check if the letter entered by the user is the same as the random letter chosen by the sprite. |  |
| Give output if they are the same. |  |
| Give output if they are not the same. |  |