

1. Write a function named `IsEven` that returns the `Boolean` value `True` if its `Integer` parameter is even and `False` if the parameter is odd or zero.

2. Write a function named `DiceRoll` that returns an `Integer` between or including one and six. Your function must generate a pseudorandom integer value.

3. Write a function named `GetRandomEven` that returns a random, even integer between or including 2 and 20. (Hint – Use a `While` loop to generate numbers between or including 2 and 20 and return the first one that's even. There is a more efficient algorithm that can be written in only one line of code though.)