

# Tracing Values

Trace through the code, and write a value for each variable at each line. If a variable is not yet initialized, its value is **undefined**.

	x	y	z
var x, y, z;	undefined	undefined	undefined
x = 10;	10	undefined	undefined
y = x - 4;	10	6	undefined
z = x - y + 1;	10	6	5
x *= 3;	30	6	5
y = ++z;	30	6	5
x /= y;	5	6	6
z %= 4;	5	6	2
x = (x + y) % 5;	1	6	2
x = z++;	2	6	3
y = --z;	2	2	2
y -= -4;	2	6	2
y = 4 + 5 * z;	2	14	2
x = 8 * 7 + 6 / 2;	59	66	2
y += x - 7;	59	66	-59
z = -x;	59	61	-59
x = x + z + y++;	66	67	-59
x++;	67	67	-59
y -= x;	67	0	-59
z = x - y;	67	0	67
x -= z;	0	0	67