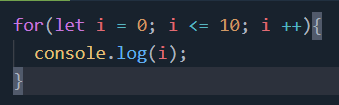
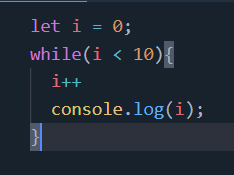
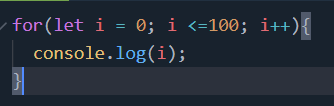
* I begint met een waarde van 0, dit wordt gelogd in the console
* I heeft een waarde dat lager en niet gelijk is aan 3
* I krijgt +1 toegevoegd aan de waarde
* I heeft nu een waarde van 1, dit wordt gelogd in de console
* Herhaal deze stap totdat de waarde van i gelijk of hoger is dan 3
* I heeft nu een waarde van 3, voeg geen +1 toe aan de waarde
* Log het huidige waarde naar de console

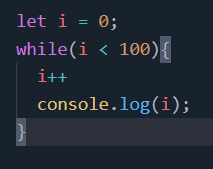
2.



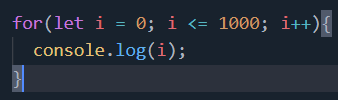


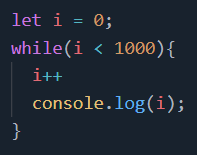
3.



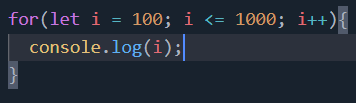


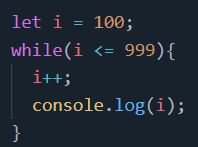
4.



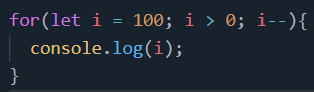


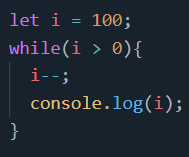
5.



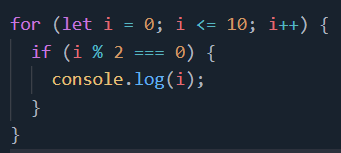


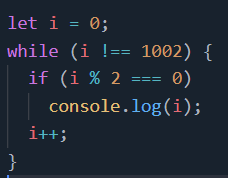
6.



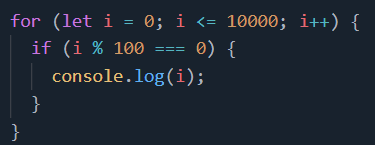


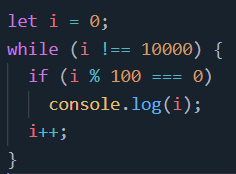
7.





8.





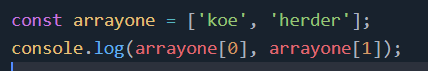
9. i = 0 is gelijk aan i >= 0 dus i++ en console.log(); hebben geen nut en doen niks

10. I = 50 is groter dan 10 waardoor de code niet activeert, de code loopt alleen als i kleiner is dan 10.

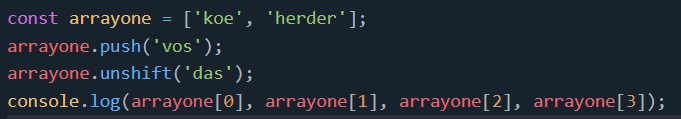
11. I = 0 dus i = i + 0 betekend 0 = 0 + 0

12. Er is geen console.log()

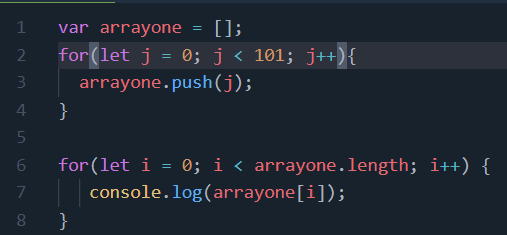
13.



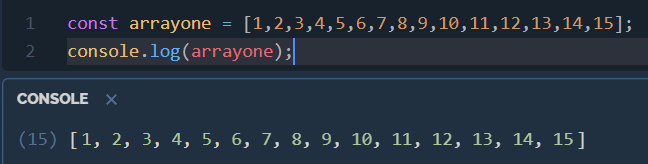
14.

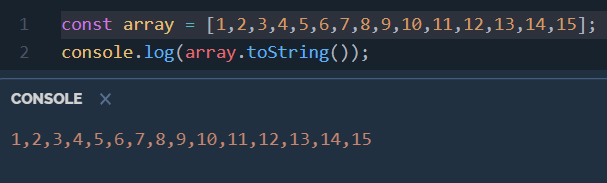


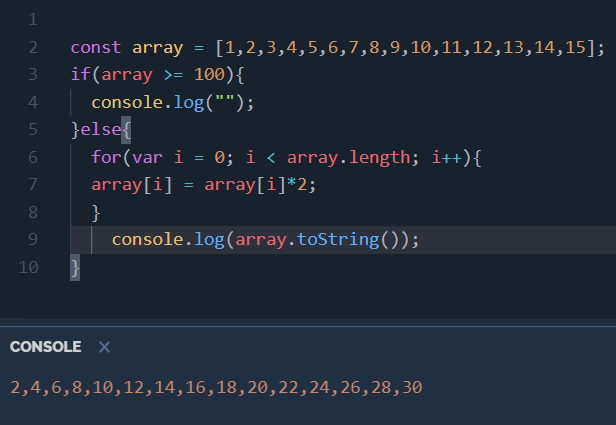
15.



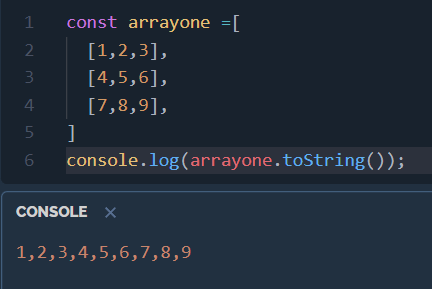
16.



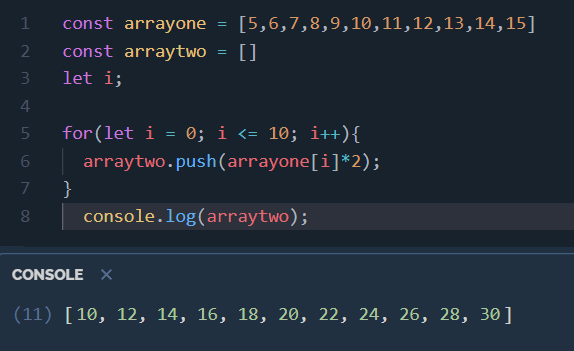


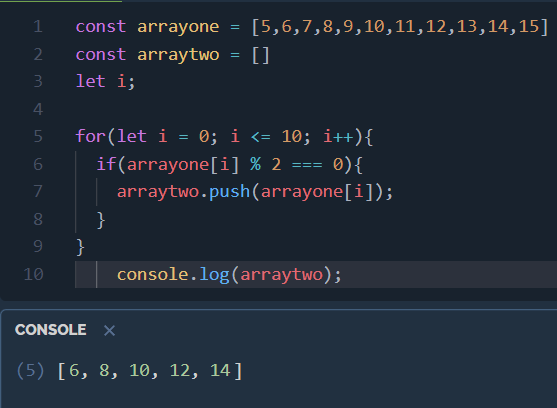


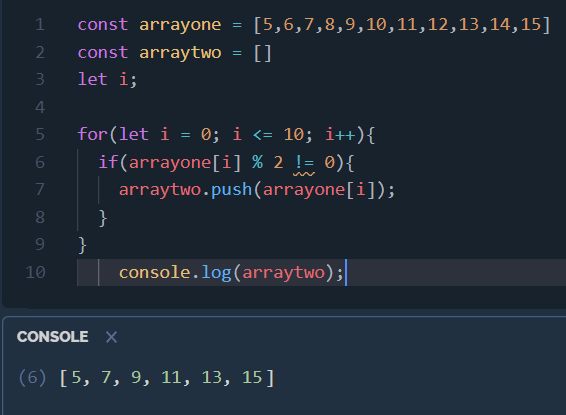
17.

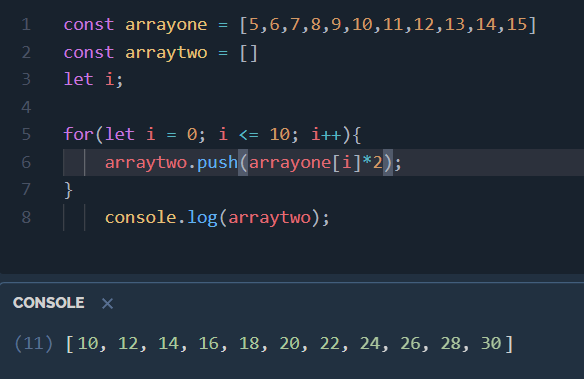


18.



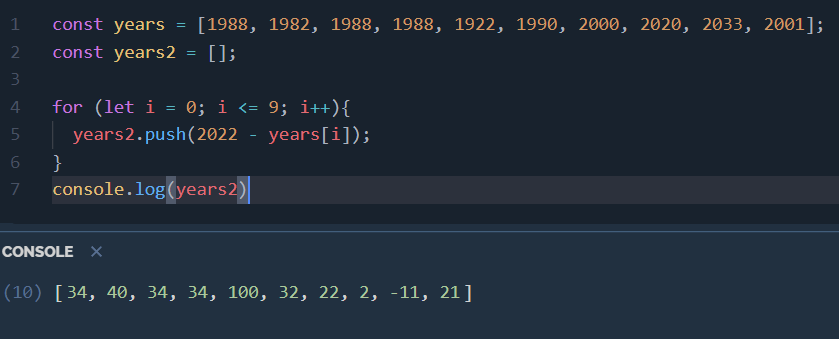




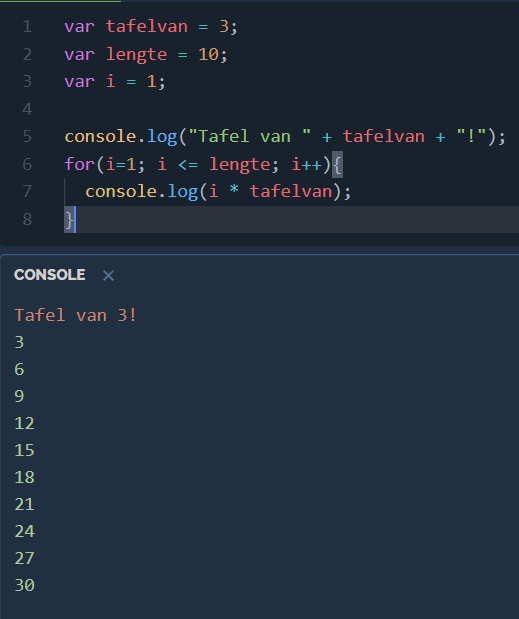




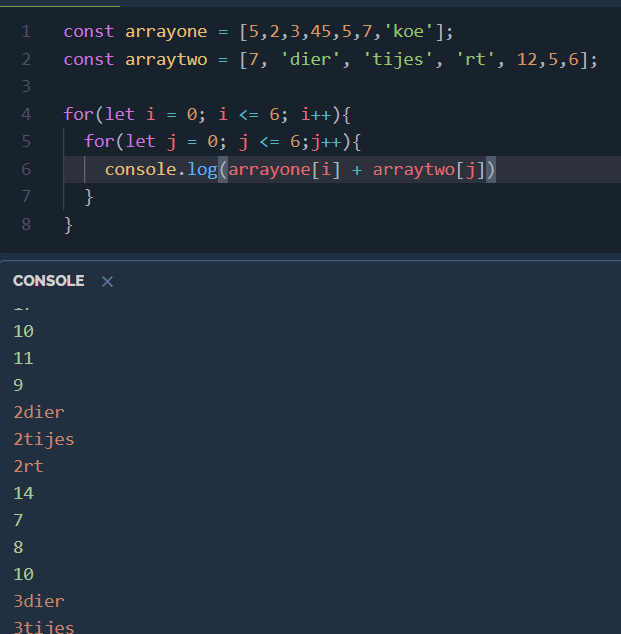
19.



20.



21.



22. “error: Uncaught ReferenceError: global is not defined” dit komt omdat er in regel 3 ${part} inplaats van ${subpart} staat



