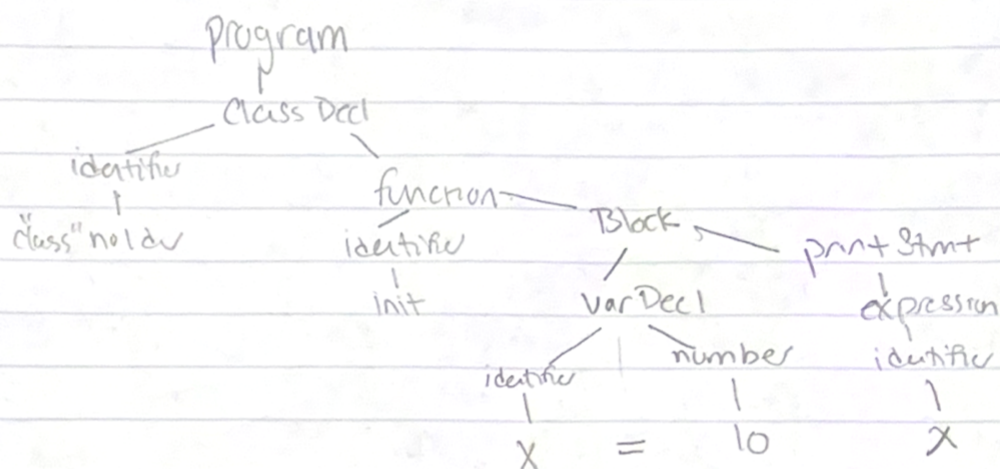


```

4. Class Holder {
    init() {
        Var X = 10;
        Scat(x);
    }
}

```



```

5. Var questionmark = Zip;
if/questionmark = Zip OR (questionmark > 1 AND questionmark < 1)) {
    Scat("what is the question?");
}

```

