This exercise may be familiar to some of you — your job is to write code that, depending on the value of x, assigns one of several values to result:

1. If x is evenly divisible by both 3 and 5 (for example, 15 or 30), set result to "fizzbuzz".
2. Otherwise if x is evenly divisible by 3 (for example, 3, 6, or 9), set result to "fizz".
3. Otherwise if x is evenly divisible by 5 (for example, 5 or 10), set result to "buzz".
4. If x is not evenly divisible by either 3 or 5 (for example, 7), set result to x.

Don't remember how to determine if something divides evenly? Review the modulus (%) operator.

To test your code, set a value for x in the "JavaScript" panel and click "Run" in the "Console" panel. Then, type the variable name result into the "Console" panel and hit "return." Did you get the result you expected? Try out several different values for x, just to be sure.