**Try It!**

1. Consider the following conditional statement:

var temp = 75;

if (temp > 70) {

console.log("It is hot outside!");

} else if (temp > 50) {

console.log("It is warm outside.");

} else {

console.log("Brr! It's freezing out there!");

}

* What will be logged to the console?
* What will be logged to the console if ...
  + temp is 50?
  + temp is 4?
  + temp is 51?
* Under what circumstances will "Brr! It's freezing out there!" be logged to the console?

Try copying that whole statement into [JS Bin](http://jsbin.com/qiqufo/edit?js,console,output) and testing out different values for temp. Were your answers correct?

# 2. Exercise

Write the code to perform the actions listed below in the **"JavaScript"** panel in [the JS Bin editor](http://jsbin.com/gucutuq/edit?js,console,output).

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.

Conditional:

**3.** Write a JavaScript conditional statement to sort three numbers. Display an alert box to show the result.    
*Sample numbers* : 0, -1, 4   
Output : 4, 0, -1 

**4.** Write a JavaScript conditional statement to find the largest of five numbers. Display an alert box to show the result.    
*Sample numbers* : -5, -2, -6, 0, -1   
Output : 0