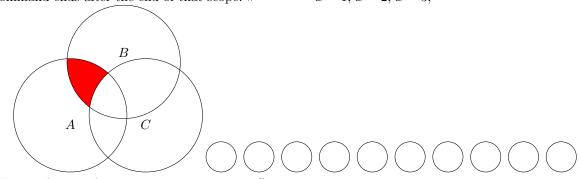


command ends after the end of that scope. x = 1, x = 2, x = 3



We can also nest loops to create interesting effects.