```
1 i set to 1
2 i(==1) is less than 3
3 prints i(=1);
make i = i + 1 = 2;
4 i(==2) is less than 3
5 prints i(=2);
make i = i + 1 = 3;
6 i(==3) is equal to 3
7 prints i(=3);
make i = i + 1 = 4;
8 i(==4) is greater than 3
```

exit the program



