Task 1

Create `five`:

```
five←1 2 3 4 5
```

Using `five`, create `prices`:

```
prices
1 2 3 4 5 1 2 3
```

Task 2

Using `five`, define `myNums`:

```
myNums
1 2 3 4 5
1 2 3 4 5
1 2 3 4 5
```

Task 3

Add 1 to `myNums`. After your update of `myNums`, it should look like this:

```
          myNums
2  3  4  5  6
2  3  4  5  6
2  3  4  5  6
```

Task 4

Using `myNums` for values, create `myBox`:

`myBox`

2 3 4

5 6 2

3 4 5

6 2 3

Task 5

Create `nums2`:

```
          nums2
1  2  3   1  2
1  2  3   1  2
1  2  3   1  2
```

Try to make your code as short as possible.

Task 6

Create `big` by multiplying `myNums` and `nums2`:

```
      big
2  6  12  5  12
2  6  12  5  12
2  6  12  5  12
```

Task 7

Create even:

```
even
2 4 6 8 10 12 14 16 18 20 22 24 26
```

Using `even`, create `odd`:

```
odd
1 3 5 7 9 11 13 15 17 19 21 23
```

Notice missing 25

Task 8

Create `triple`:

```
        triple
3  6  9  12  15  18  21  24  27  30  33  36
```

Using `triple`, create `cycle`:

```
        cycle
 3   6   9  12
15  18  21  24
27  30  33   3
```

Task 9 (bonus task)

Create these two variables:

```
idx←2 4⍴⍳8
tens←10 20 30 40
```

Using `idx` and `tens`, create `final`:

```
final
11 22 33 44
15 26 37 48
```