const x = 1;

const y = 2;

const z = 3;

const w = 4;

console.log(x - y);

console.log(z \* (y -w));

console.log(z / w);

console.log(x + z -(w \* y));

console.log(x + y + 3);

console.log(w / 25);

RESULT:

-1

-6

0.75

-4

6

0.16

let i = 6;

while (i < 0 ) {

console.log(i);

i--;

}

Result:

6

5

4

3

2

1