<http://repl.it/bmO/6>

Fizz Buzz Connections

<http://repl.it/bmO/8>

Fizz Buzz Conn

<http://repl.it/bs7/3>

else if

<http://repl.it/bs7/4>

variables & if

<http://repl.it/bs7/5>

dayNumber long way

<http://repl.it/bs7/6>

dayNumber easier way

<http://repl.it/bs7/7>

fizzbuzz working

<http://repl.it/bmO/9>

Goodbye Alice

<http://repl.it/bmO/10>

myString

<http://repl.it/bmO/11>

loop, lists

<http://repl.it/bmO/12>

loop counter

<http://repl.it/bs7/9>

Fizzbuzz with counter…. More work to be done

<http://repl.it/bs7/11>

FizzBuzz finished

<http://repl.it/bs7/12>

Today Hot/Not

<http://repl.it/bs7/20>

RPS Tester

<http://repl.it/cC3/1>

function

<http://repl.it/cK6>

function 2

<http://repl.it/cK9>

function “name” – hopefully correct……

<http://repl.it/cKd>

function – areBothEven

<http://repl.it/cP4/2> <http://repl.it/cP4/1>

function - hot or not . Tenery version if version

<http://repl.it/cP7>

function null – (not working)

<http://repl.it/cP9>

tic tac toe….

<http://repl.it/cPb>

tic tac toe…… shortcut final version

<http://repl.it/cPg>

function – totalUp

<http://repl.it/cPg/1>

function - getLargest