//If x is evenly divisible by both 3 and 5 (for example 0 or 15), set result to "fizzbuzz"  
//Otherwise if x is evenly divisible by 3 (for example, 3, 6, or 9), set result to "fizz"  
//Otherwise if x is evenly divisible by 5(for example, 10 or 15), set result to "buzz"  
//If x is not evenly divisible by either 3 or 5 (for example 8), set result to x//To test your code, set a value for x, and console.log it. Try different valueslet result;

const x = 3if (x % 3 === 0 && x % 5 === 0) {  
  result = "fizzbuzz";  
} else if (x % 3 === 0) {  
  result = "fizz";  
} else if (x % 5 === 0) {  
  result = "buzz";  
} else {  
 result = x;  
}console.log(result)//part 2

//Taking what we learned from the conditionals practice with fizzbuzz, We are going to Loop through every number from 1 to max

//applying those same exact rules to each number and, before ending the loop,  
//printing out the result to the console via

console.log(result). A For Loop would worklet result;  
const max = 100;  
for (let x = 1; x <= max; x += 1) {  
if (x % 3 === 0 && x % 5 === 0) {  
result = "fizzbuzz";  
} else if (x % 3 === 0) {  
result = "fizz";  
} else if (x % 5 === 0) {  
result = "buzz";  
} else {  
result = x;  
}  
}

console.log(result)