//variable created:

**var** x = 3;

//step 1, what does x after the changes in the code below?

1. x = x + x

**A. 3 +3 =6; x=6**

**Result 6**

//step 2, what does x after the changes in the code below?

**2. for**(**var** i = 0; i < 4; i++){

    x = x + 1

}

**A. when i is 0 x=6**

**when i is 1 x=7**

**when i is 2 x=8**

**when i is 3 x=9**

**when I is 4 x=10**

**Result:**

**10**

//step 3, what does x after the changes in the code below?

**3. if**(x > 10){

    x = 2;

} **else** {

    x = 3;

}

**A. x=3 because**

**10 > 10 (is not true so value is the else statement)**

**Result 3**

//step 4, what does x after the changes in the code below?

**4. function** doubleIt(value){

**return** value\*2;

}

doubleIt(x);

x = doubleIt(x);

**A. x = 6 (because 3 \* 2 = 6 and when you doubleIt(3) it is 6)**

**Result 6**

//step 5, what does x after the changes in the code below?

**5. var** numberArray = [1,2,3];

**for**(i = 0; i < numberArray.length; i++){

    x = x + numberArray[i];

}

**A. x= 12 because numberArray[6]. numberArray goes until index 2 because it's zero based**

**so 6 + numberArray = 6 + 6 = 12**

**Result 9**