```
k = 10
// instructions
if k is 1, you are going to finish the session
if k is even, you are going to replace k with k/2 and add 1 to c
otherwise, if k is odd, you are going to replace k with (3*k+1), and add 1 to c
once finished, you are going to open this file again and follow its instructions again (you must
always open the file, in case the file is modified)
```

// variables

c = 0