Understanding **if else** blocks are a very important part of computer programming. Try to figure out the output of each of the following. Then run the script to see if you are correct.

```
when Ӓ clicked
set number▼ to 2
     number < 5
 set number▼ to 0
                        ANSWER:
say number
when 🦱 clicked
set number▼ to 2
     number < 5
 set number to number + number
                                       ANSWER:
say number
when 🦱 clicked
set number▼ to 2
     number < 5
 set number variation to number + 2
     number) < 5
                                   ANSWER:
 set number to number + 2
say number
when 🦱 clicked
set number▼ to 2
     number < 5
 set number ▼ to (number) + 2)
else
 set number ▼ to number + 2
                                   ANSWER:
say number
```

```
when 🦱 clicked
set number▼ to 5
   number = 1
change number by 1
      number = 2
  change number by 2
 else
  change number by 3
                                ANSWER:
say (number)
when 🦱 clicked
set number▼ to 5
repeat until (number) > 10
change number by 1
                                     ANSWER: 11
      number > 10
   say number for 1 secs
when 🦱 clicked
set number▼ to 5
repeat until (number > 10
                              ANSWER:
      number > 10
                               <DOES NOT SAY ANYTHING>
  say <mark>number</mark> for 1 secs
 change number by 1
when 🦱 clicked
set number▼ to 1
repeat 5
     number < 10
   change number by (number + number
                                        ANSWER: 27
say (number
```