For each script, first PREDICT what the value of X will be when you run it, then TEST the script in Scratch.

- **Prediction**
  - \( x = 10 \)
  - \( x = 15 \)
  - \( x = 3 \)
  - \( x = 3 \)
  - \( x = 2 \)
  - \( x = 7 \)
  - \( x = 3 \)
  - \( x = 5 \)
  - \( x = 7 \)

- **Test**
  - \( x = \)
  - \( x = \)
  - \( x = \)
  - \( x = \)
  - \( x = \)
  - \( x = \)
  - \( x = \)
  - \( x = \)
  - \( x = \)
(prediction) $x = \frac{1}{20}$

(test) $x = \frac{1}{20}$