For each of the following code snippets, fill in the memory model diagram on the right to reflect the state of memory after the code is executed. In each case, we begin with the state where a has already been assigned the value 5.

1. `a=5`  
   `b=4`  
   `c=6`

2. `a=5`  
   `a=3`  
   `b=a`  

3. `a=5`  
   `b=a+2`  
   `a=10`  
   `b=a+2 = 5+2`