1. Changing variable values

(a) Consider this code:

```plaintext
k = 5
```

Write an assignment statement that creates a new variable `j` that refers to three times `k`’s value:

```plaintext
________________________
```

(b) Consider this code:

```plaintext
x = 4  
y = 5  
x = 2
```

After the code above is executed, to which value does `x` refer? _______________________________

After the code above is executed, to which value does `y` refer? _______________________________

(c) Consider this code:

```plaintext
x = 4  
y = x + 2  
x = y + 1
```

After the code above is executed, to which value does `x` refer? _______________________________

After the code above is executed, to which value does `y` refer? _______________________________

2. Swapping variable values An extra exercise to try at home.

Assume that variables `a` and `b` have been assigned `int` values. Write code to swap which values `a` and `b` refer to: after your statements are executed, `a` should refer to the value that `b` used to refer to, and `b` should refer to the value that `a` used to refer to. Hint: use a third variable.

```plaintext
Once you have written the code, trace your code using the memory model to confirm that it correctly swaps the values:
```