

```
void swap(int *a, int *b) {  
    int tmp = *a;  
    *a = *b;  
    *b = tmp;  
}
```

a: ? x: 3

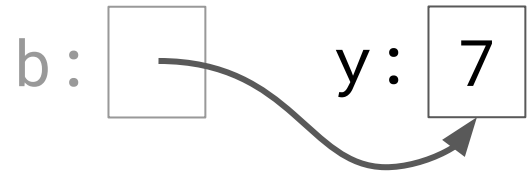
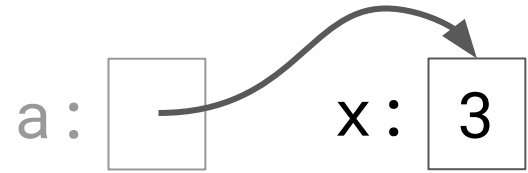
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int main() {  
    int x = 3, y = 7;  
    swap(&x, &y);  
    // => x = 7; y = 3;  
}
```

tmp: ?

b: ? y: 7

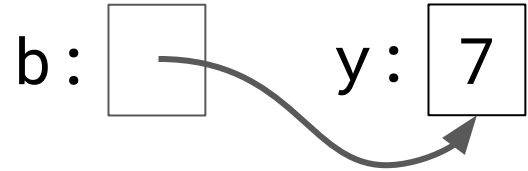
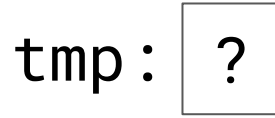
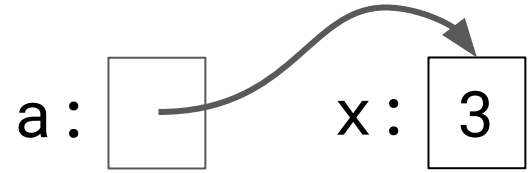
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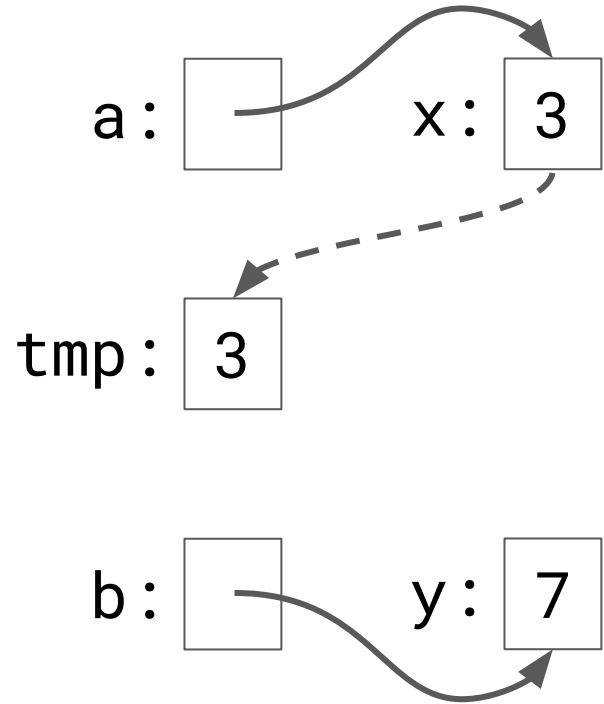
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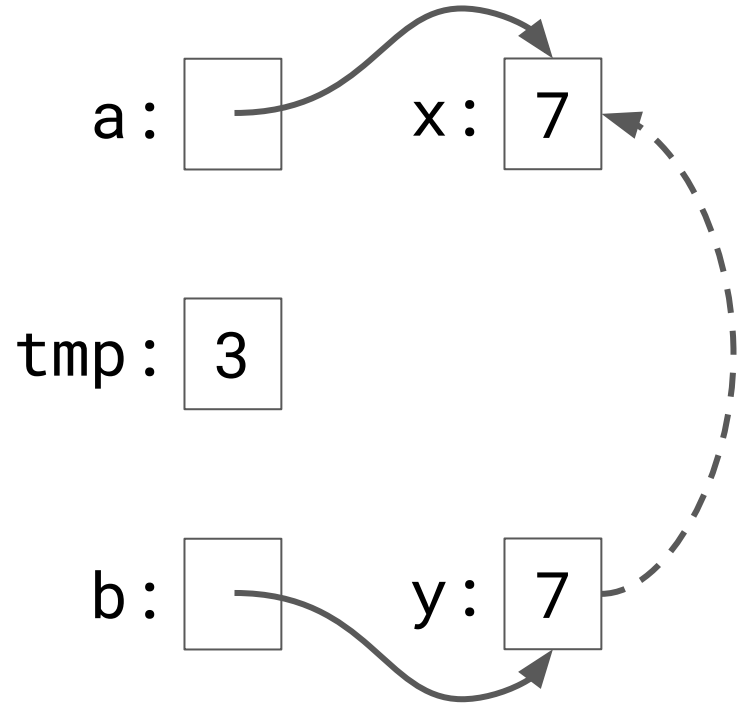
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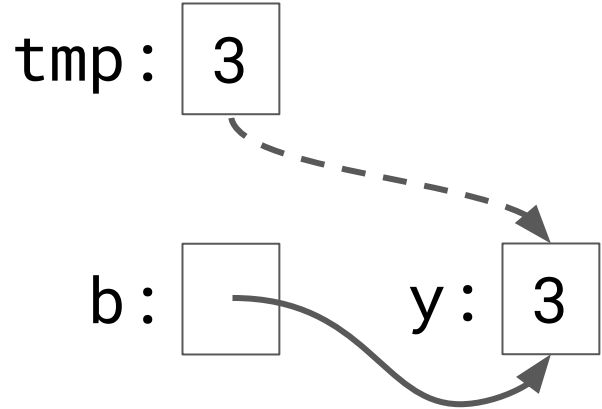
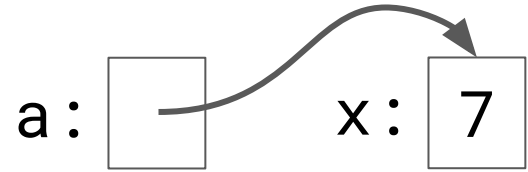
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a: x:

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tmp:

b: y: