


`const x:int=3;`  
`const x:int=5` *in* `const y:int=6*x;`  
`var z:int=x+y`  
*y=30*



`const x:int=3;`  
`const x:int=5` *in* `const y:int=6*x;`  
`var z:int=x+y`  
*z=33*

