Hogwarts Trace & Output - Carlos A. Guevara

method()	int y	int x	int z	call	return	receive	x=	println order	Output
bludger(2001)	2001	int x = y / 1000	int z = (x + y);	quaffle(z, y);	n/a	z = 1001	x = z		"bludger: x = " + x + ", y = " + y + ", z = " + z
		x = (2001 / 1000);	z = (2 + 2001);	quaffle(2003, 2001);	n/a		x = 1001		"bludger: x = " + x + ", y = " + 2001 + ", z = " + 2003
bludger memory		2	2003		n/a			3	bludger: x = 1001, y = 2001, z = 2003
quaffle(x, y);	2001	x = 2003	int z = snitch(x + y, y);	snitch(x + y, y);	z = 1001	y = 1001			
			int z = snitch(2003 + 2001, 2001);						
quaffle memory			int z = snitch(4004, 2001);						
			int z = y						
			int z = 1001						"quaffle: x = " + x + ", y = " + y + ", z = " + z
			y /= z					2	quaffle: x = 2003, y = 1, z = 1001
			y = 2001/1001						
			y = 1						
snitch(x + y, y);	2001	x = 4004							
	y = x / (x % 10)								
	y = 4004 / (4004 % 10)								
	y = 4004 / 4								
snitch memory	y = 1001				y = 1001				"snitch: x = " + x + ", y = " + y
									"snitch: x = " + x + ", y = " + y
								1	snitch: x = 4004, y = 1001

Final Output
snitch: x = 4004, y = 1001
quaffle: x = 2003, y = 1, z = 1001
bludger: x = 1001, y = 2001, z = 2003