## Input:

```
func X2(a, b, c: int; c1:char) return bool
{
 var res:bool;
   var x, b:char;
   var y: int;
   b='&';
   a=(y*7)/a-y;
 return res;
proc D33( i,j,k,x:int)
  func M2 (I, m, n:int) return bool
    var x, j: bool;
    var k:char;
    k='@';
```

```
i=l+l;
    if((k=='*') \mid | (x!=false) && (l+m < i)) 
      x=l<m;
    return x;
    var x:char;
    var k:bool;
    k=M2(5,i,j);
  x=k;
func B52(i,j,k:int) return int
 func square(t:int) return int
 {
    var temp:int;
    temp=t*t;
    return temp;
```

```
}
  var total:int;
  var bo:bool;
  bo=X2(i, j, k, '^');
  total=square(i+j+k);
 return total;
func F15() return int
  var s1 : string[100];
  var s2 : string[100];
  var i, j, cnt : int;
 i=0;
 j=0;
  cnt=0;
  while(i < |s1|) {
     while(j < |s2| / 2) {
      if(s1[i] == s2[j]) {
         cnt=cnt*2;
      }
```

```
j=j + 1;
    i=i + 1;
 return cnt;
func X21() return int
{
 {
   var x:int;
   var y:int*;
   x=5;
   y=&x;
   x=6;
   if( &x == y && ^y == x ) {
    ^y=9;
    var x:char*;
    var y: string[10];
```

```
var z: char;
   x=&y[5];
   z = ^(x - 5);
   y="barfoo";
   {
     var x:char;
     var y:int*;
     var z:char*;
     var g:char;
     /% y=&(1+3);
        y=&x;
        z=&(&(g)); %/
 return 0;
proc Main()
 var a:int;
```

```
a = F15();
}
```

## Output:

```
__L4: t18 = ont * 2
__ts: t19 = j + 1
__j = t19
__ts: 120 = j + 1
__t = t20
__ts: 120 = j + 1
__t = t20
__ts: 120 = j + 1
__t = t20
__ts: 120 = j + 1
__t = t20
__ts: 120 = j + 1
__t = t20
__ts: 120 = j + 1
__t = t20
__ts: 120 = j + 1
___ts: 120 = j + 1
__ts: 120 = j + 1
__ts: 120 = j + 1
___ts: 120
```