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```
#include <stdio.h>
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typedef struct item {
                                                      int main(void) {
                                                           int data[2][4] = { \{1,2,3,4\}, \{5,4,3,2\} \};
     int value;
     struct item *next;
                                                           int x = 0, y = 0;
} Item;
                                                           for (int a=0; a<2; a++) {
                                                                for (int b=0; b<4; b++) {
int main(void) {
                                                                     if ((a+b)\%2 == 0)
     Item a, b;
     a.value = 0; a.next = &b;
                                                                          x = x + data[a][b];
     b.value = 0; b.next = &a;
                                                                     else
     Item *ptr = &a;
                                                                          y = y + data[a][b];
     for (int z=1; z<5; z++) {
                                                                }
          ptr->value = ptr->value + z;
          ptr = ptr->next;
                                                           printf("%d and %d\n", x, y);
                                                           return 0;
     }
     printf("%d and %d\n", a.value, b.value);
                                                      }
     return 0;
}
```