26:

1. **Width // 2 == 7 (**Divide width by 2 and take no decimals or remainders**)**
2. **X // 2 == -2 (**Divide X by 2 and round the answer to the nearest whole number away from zero, for example -3 / 2 = -1.5, the nearest whole number is -2, so the answer is -2**)**
3. **Width / 2.0 == 7.5 (**normal division and python considers the number as float**)**
4. **Height / 3 == 4.0 (**same as above**)**
5. **1 + 2 * 5 = 11 (**Python did multiplication first, then added the 1**)**