

```

a = 10;
b = 20;
c = (a + b) / 2;
c = c - 40;
v[4] = a + b + c;

```

0		0		10
1		1		a
2		2		20
3		3		b
4	5	4		15-25
5		5		c
6		6		
v		w		d

```

a = 2;
while (a < 6) {
    v[a] = 10 * a;
    a = a + 1;
}

```

0		0		2,3,4 5,6
1		1		a
2	20	2		
3	30	3		b
4	40	4		
5	50	5		c
6		6		
v		w		d

```

a = 7;
b = a - 6;
while (b < a) {
    v[b] = b * a;
    b = b + 2;
}

```

0		0		7
1	7	1		a
2		2		1,3,5 7
3	21	3		b
4		4		
5	35	5		c
6		6		
v		w		d

```

for(a=0; a<3; a++) {
    v[a] = 5;
    w[a] = a;
}

```

0	5	0		0,1,2 3
1	5	1		a
2	5	2		
3		3		b
4		4		
5		5		c
6		6		
v		w		d

```

a = 2;
b = 5;
for (c=0; c<3; c++) {
    v[c] = a;
    w[c] = c * v[c];
}

```

0	2	0	0	2
1	2	1	2	a
2	2	2	4	5
3		3		b
4		4		0,1,2 3
5		5		c
6		6		
v		w		d

```

v[0] = 2;
for (d=1; d<4; d++) {
    v[d] = v[d-1] * 2;
}
for (d=0; d<4; d++) {
    w[d] = v[d] * 10;
}

```

0	2	0	20	
1	4	1	40	a
2	8	2	80	
3	16	3	160	b
4		4		
5		5		c
6		6		1,2,3,4 0,1,2,3,4
v		w		d