```
#include <stdio.h>
                                                    #include <stdio.h>
int main() {
                                                    int main() {
                                                      int local 12 = 3;
  int local 12 = 3;
  local 12 = 4;
                                                      *((int *)(float *)&local 12) = 4;
  printf("x=%i\n", local 12);
                                                      printf("local 12=%i\n", local 12);
  return 0;
```