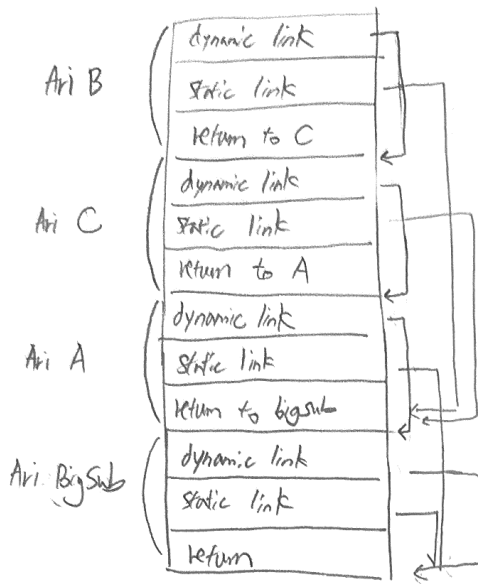
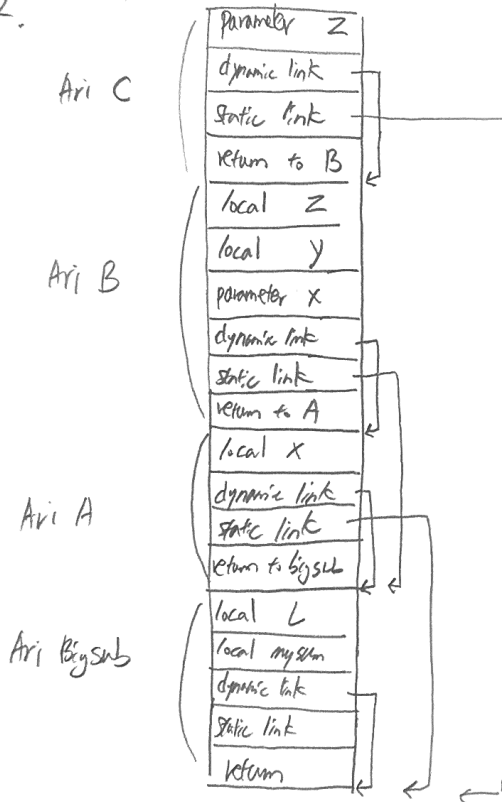


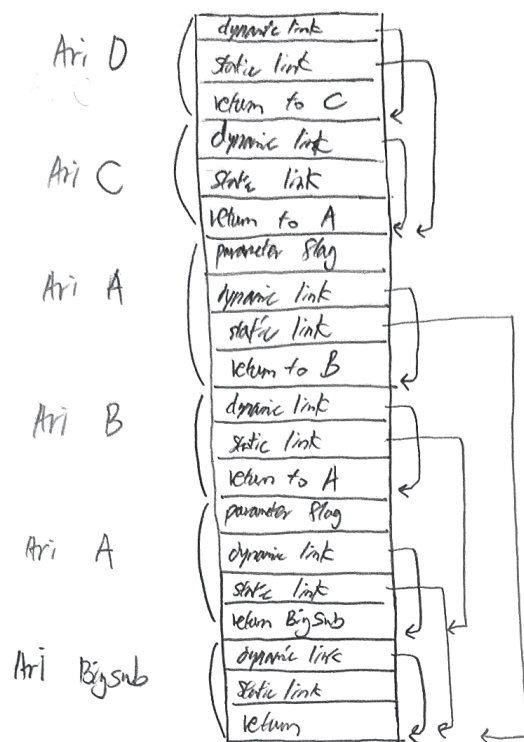
1.



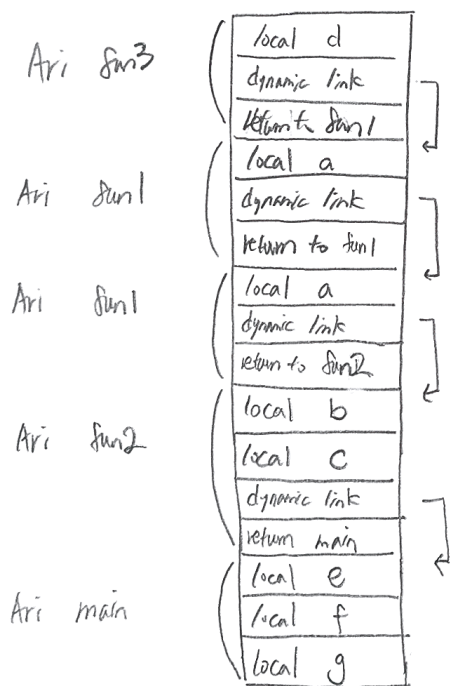
2.



3.



4.



5.

fun1						
fun1	fun2	fun2	fun3	main	main	main
a	b	c	d	e	f	g

6. If the variable is declared static.