| int calculate(int a, int b) {  int unused = 10; // This variable is never used.  return a + b;  } |
| --- |

| #include <stdio.h>    int square(int x) {  return x \* x;  }    int main() {  int result = square(5);  printf("Square of 5 is: %d", result);  return 0;  } |
| --- |

| #include <stdio.h>    int main() {  int result = 5 \* 5; // Inlined code from the square function  printf("Square of 5 is: %d", result);  return 0;  } |
| --- |