#include <stdio.h>

int f1 (int x) {

return x+1;

}

static int f2 (int x) {

return x+2;

}

int main() {

int x;

int y=0;

static int s=0;

static int z;

printf("%d\n", f1(2));

printf("%d\n", f2(2));

printf("%d\n", f1(s));

printf("%d\n", f2(y));

return 0;

}

#include <stdio.h>

int f1 (int x) { return x+1; }

static int f2 (int x) {return x+2; }

int f3 (int& x) { return x+1; }

void P (int& x) {x= x+1; }

int main() {

int x;

int& y=x;

static int s=0;

static int z=x;

printf("%d\n", f1(y));

printf("%d\n", f3(y));

printf("%d\n", f1(s));

printf("%d\n", f2(z));

int zz=8; P(zz);

printf("%d\n", zz);

return 0;

}

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