```c
#include <stdio.h>

// ** , pointer to a pointer
// ** , content of ( content of )

int f(int x, int *py, int **ppz)
 {
    int y, z;
    **ppz += 1;
    z  = **ppz;
    *py += 2;
    y = *py;
    x += 3;
    return x + y + z;
 }

int main()
 {
    int c, *b, **a;
    c = 4;
    b = &c;
    a = &b;
    printf( "%d", f(c,b,a));
    return(0);
 }
```