

```
# include <stdio.h>
# define print(x)  printf ("%d", x)
int x;
void Q(int z)
{
    z += x;
    print(z);
}
void P(int *y)
{
    int x = *y+2;
    Q(x);
    *y = x-1;
    print(x);
}

int main(void)
{
    x=5;
    P(&x);
    print(x);

    return(0);
}
```