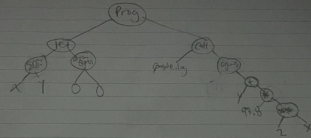


1) let {x,y} = {0,0};  
 console.log(1, 2, 3, x, y);



2) Import x from "x"  
 console.log(1, 0 \* 10, 2, x, r(z));

