**procedure** float foo ()

**begin**

float a,b,c;

a := b+c;

write(a);

return a;

**end**

**procedure** int bar ()

**begin**

float c, d, e;

foo();

write(c);

return c;

**end**

**begin**

float f, g, h;

f := g + h;

h := bar();

**end**