Ce va afișa programul?

1.
```
#include <stdio.h>

float suma(float a, float b){
    return a + b;
}

int main() {
    float x = 2.5;
    int y = 4;
    int s = suma(x, y);
    printf("suma = %d", s);
    return 0;
}
```

2.
```
#include <stdio.h>

float suma(float a, float * b){
    return a + *b;
}

int main() {
    float x = 2.5;
    int y = 4;
    int s = suma(x, &y);
    printf("suma = %d", s);
    return 0;
}
```

3.
```
#include <stdio.h>

float suma(float * a, float b){
    return *a + b;
}

int main() {
    float x = 2.5;
    int y = 4;
    float s = suma(&x, y);
    printf("suma = %f", s);
    return 0;
}
```

4.
```
#include <stdio.h>

int suma(int a, int b) {
    return a + b;
}

void procesare(int x, int y) {
    int s = suma(x, y);
    printf("Suma = %d\n", s);
}

int main() {
    int a = 5, b = 3;
    procesare(a, b);
    return 0;
}
```

5.
```
#include <stdio.h>

int suma(int a, int b) {
    return a + b;
}

void procesare(int x, int y) {
    int s = suma(x, y);
    printf("Suma = %d\n", s);
}

int main() {
    float a = 5.5, b = 3.2;
    procesare(a, b);
    printf("a = %f b = %f\n", a, b);
    return 0;
}
```

6.
```
#include <stdio.h>

int suma(int *a, int *b) {
    return *a + *b;
}

void procesare(int x, int y) {
    int s = suma(&x, &y);
    printf("Suma = %d\n", s);
}

int main() {
    float a = 2.4, b = 8.2;
    procesare(a, b);
    printf("a = %f b = %f\n", a, b);
    return 0;
}
```

7.
```
#include <stdio.h>

float suma(float *a, int *b) {
    return (*a)++ + *b;
}

void procesare(float *x, int y) {
    int s = suma(&*x, &y);
    //int s = suma(x, &y);
    printf("Suma = %d\n", s);
}

int main() {
    float a = 2.4, b = 8.2;
    procesare(&a, b);
    printf("a = %f b = %f\n", a, b);
    return 0;
}
```

8.
```
#include <stdio.h>

float suma(float *a, int *b) {
    return (*a)++ + (*b)++;
}

void procesare(float *x, int y) {
    float s = suma(&*x, &y);
    //int s = suma(x, &y);
    printf("Suma = %f\n", s);
}

int main() {
    float a = 12.3, b = 0.5;
    procesare(&a, b);
    printf("a = %f b = %f\n", a, b);
    return 0;
}
```

9.
```
#include <stdio.h>

float suma(float *a, float *b) {
    return ++(*a) + ++(*b);
}

void procesare(float *x, float y) {
    float s = suma(x, &y);
    printf("Suma = %f\n", s);
}

int main() {
    float a = 5.6, b = 1.3;
    procesare(&a, b);
    printf("a = %f b = %f\n", a, b);
    return 0;
}
```

10.
```
#include <stdio.h>

int suma(int a, int b) {
    int s = a + b;
}

int main() {
    int a = 2, b = 5;
    suma(a, b);
    printf("s = %d\n", s);
    return 0;
}
```

11.
```
#include <stdio.h>

void suma(int a, int b) {
    int s = a + b;
}

int main() {
    int a = 2, b = 5;
    printf("s = %d\n", suma(a, b));
    return 0;
}
```

12.
```
#include <stdio.h>
int s;
void suma(int a, int b) {
    int s = a + b;
}
int main() {
    int a = 2, b = 5;
    suma(a, b);
    printf("s = %d\n", s);
    return 0;
}
```