

```
x = 0;  
y = 0;  
BEGIN_TRANSACTION;  
    x = x + 1;  
    y = y + 2;  
    x = y * y;  
END_TRANSACTION;
```

(a)

Log

[x = 0/1]

(b)

Log

[x = 0/1]

[y = 0/2]

(c)

Log

[x = 0/1]

[y = 0/2]

[x = 1/4]

(d)