```
1 #include <stdio.h>
2 int main() { /*There is -& characters as comment.*/
3 int number one = \00;
4 \text{ int number two} = \setminus 00;
5 int add = number one + number two;
6 return 0:
```

```
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2 pu( thpu/! & @jn
3 pu( u<tily1vul { a2</pre>
4 pu( u<tily1(+v { b2
5 pu( hkk { u<tily1vul > u<tily1(+v2
6 yl(<yu 72
```

```
1 #include <stdio.h>
2 int main() { /*This is the main function.*/
3 int number one = 3;
4 \text{ int number two} = 4;
5 int add = number one + number two;
6 return 0;
```