In Class Assignment 2

```
1    #include <stdio.h>
2    int x = 10;
3    void one(void){
4            int x;
5            x = 1;
6    }
7
8    void two(int x){
9            x = 2;
10   }
11
12   void three(void){
13           x = 2;
14   }
15
16   void four(int *p){
17           *p = 3;
18   }
19
20   int main(void){
21           printf("%d\n", x);
22           x = 4;
23           one();
24           printf("%d\n", x);
25           x = 5;
26           two(x);
27           printf("%d\n", x);
28           x = 6;
29           {
30                   int x = 7;
31                   three();
32                   printf("%d\n", x);
33           }
34           printf("%d\n", x);
35           x = 8;
36           four(&x);
37           printf("%d\n", x);
38           return 0;
39   }
```

(1)   What will all of the print statements print when this code is run?
(2)   Identify the scope of each variable. Are there any scope holes in this
        code? If so, where and for what variables?
(3)   Draw the symbol table at line 18
(4)   Draw the symbol table at line 31
(5)   Compile and run the program. Compare the output with your answers in (1).