```
#include <stdlib.h>
   #include <stdio.h>
2
3
   extern char** environ;
4
5
   int main() {
6
      char** env = environ;
7
8
      while (*env) {
9
        printf("%s\n", *env);
10
        env++;
11
     }
12
13
      return 0;
14
15
```