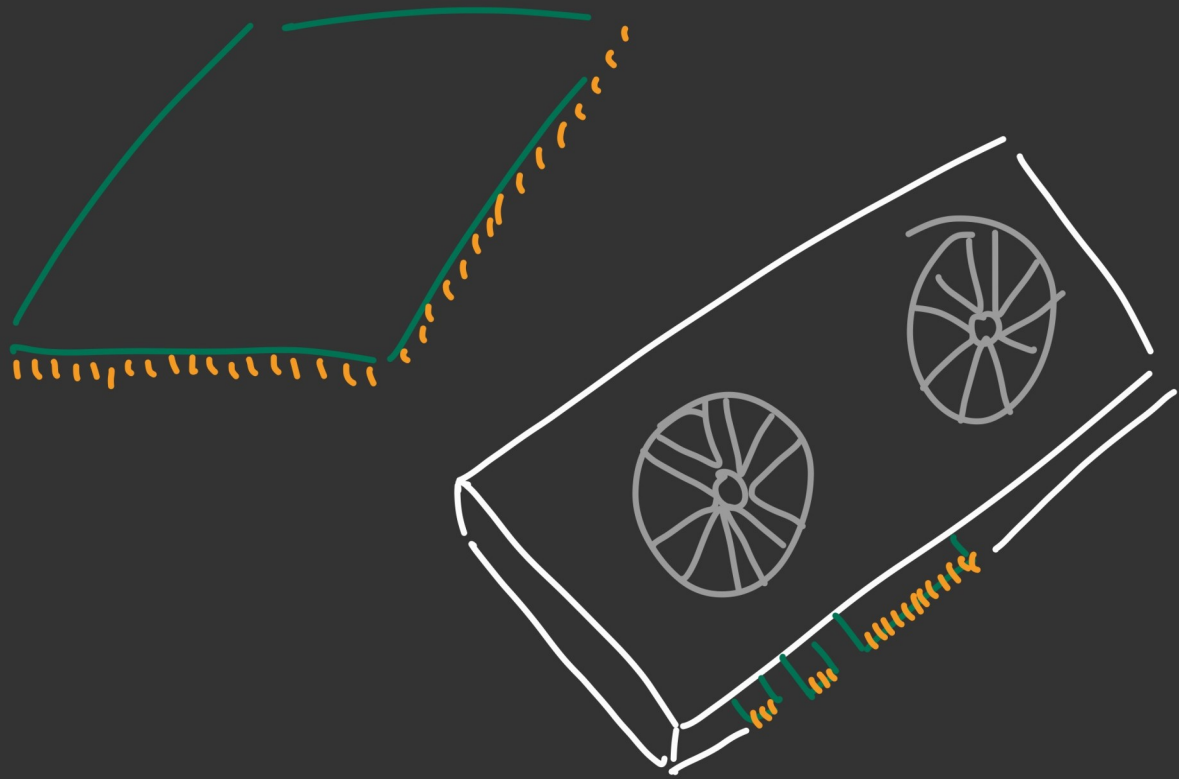
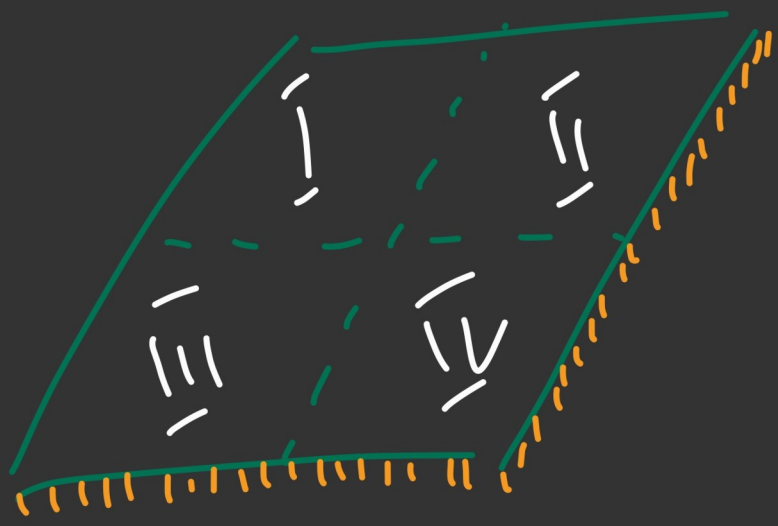


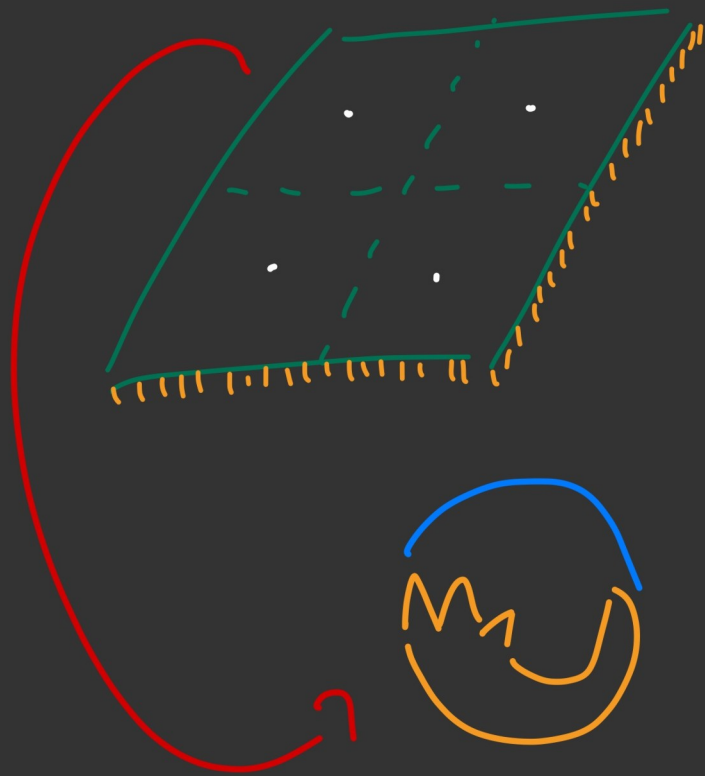


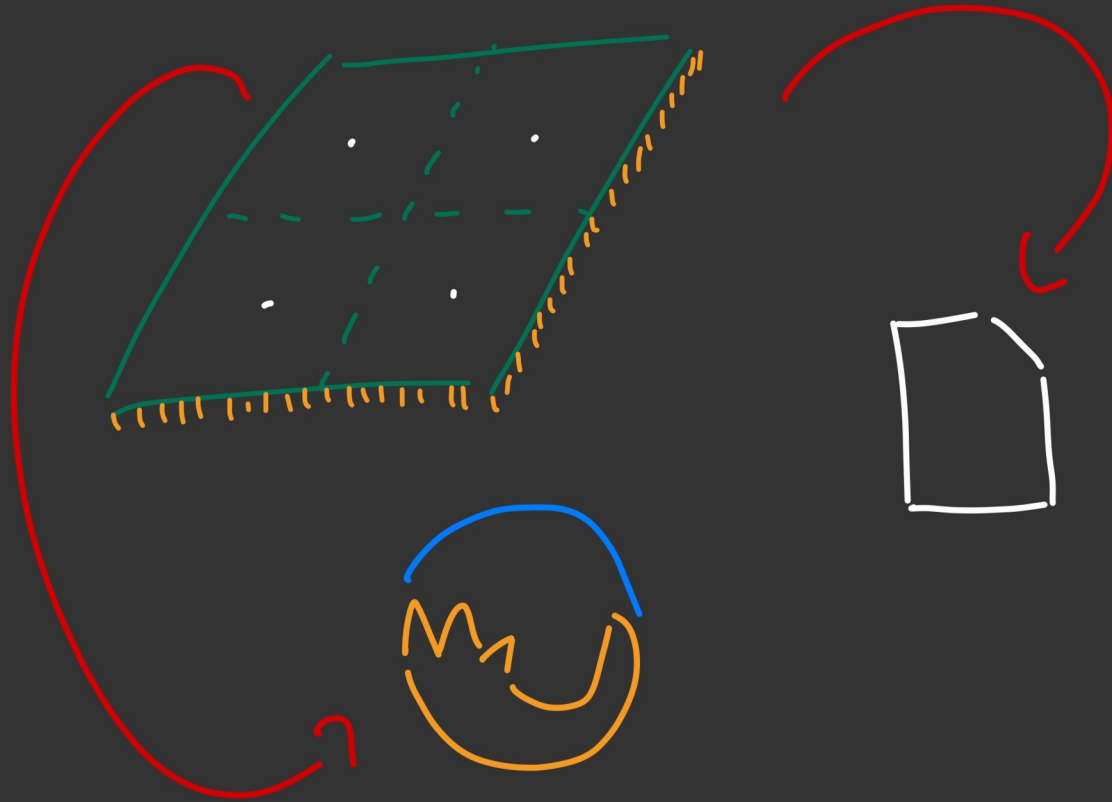
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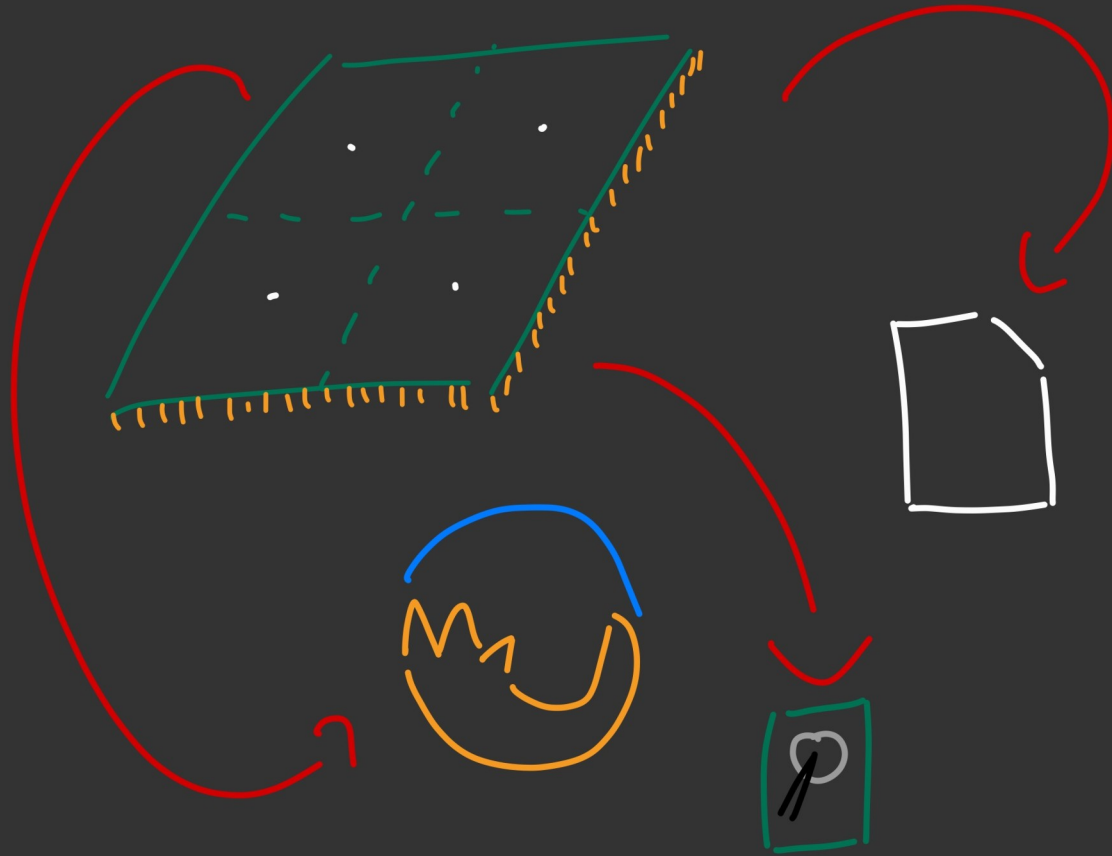




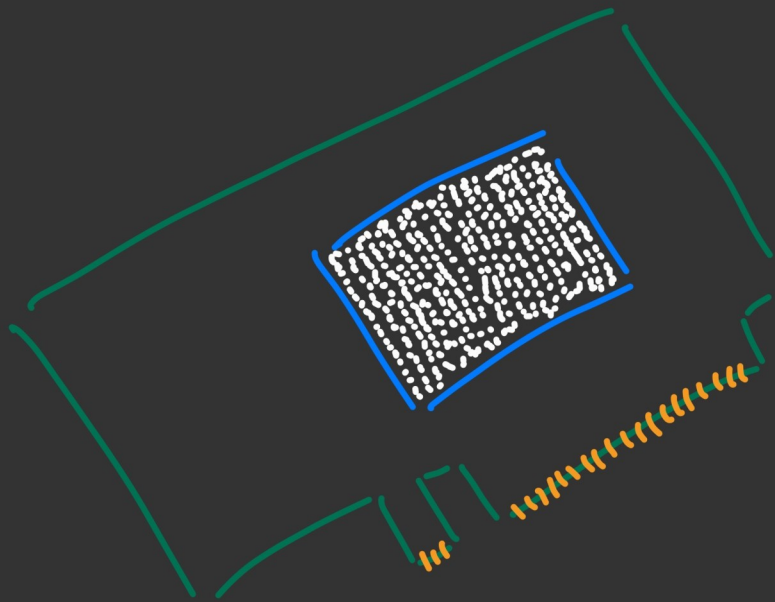








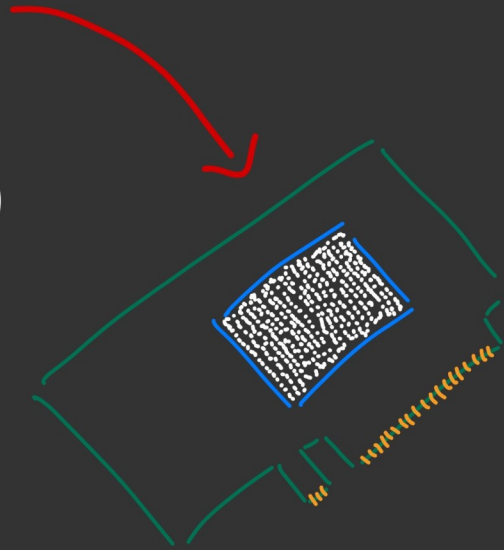




```
int magic(int x) {  
    int y = 3 * x;  
    int z = 4 * y;  
    return z - 3;  
}
```

}

```
int magic(int x) {  
1 int y = 3 * x;  
2 int z = 4 * y;  
3 return z - 3;  
4 }
```



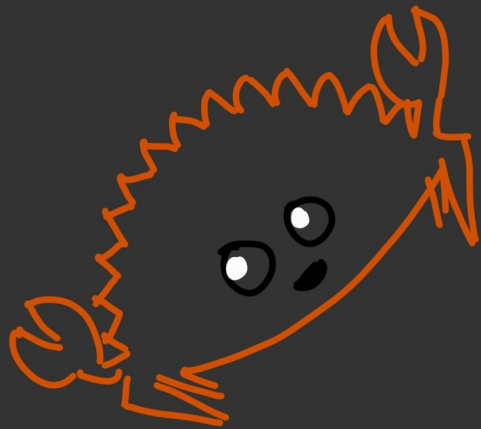




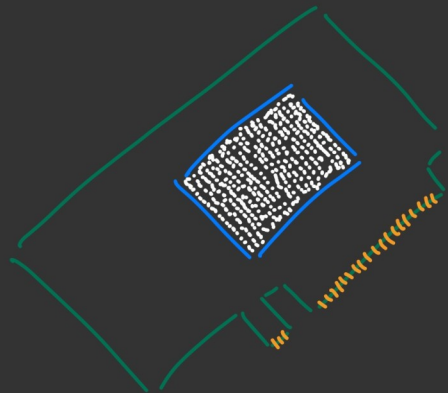








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Patryk Wychowaniec

[pwy.io](https://pwy.io)

[github:Patryk27/sdf-playground](https://github.com/Patryk27/sdf-playground)