```
long 1;
int i;
In [2]: d
Out[2]: 0
       type: double
In [3]: 1
Out[3]: 0
     type: long
In [4]: i
Out[4]: 0
       type: int
In [5]: double gg() {
          double a;
          return a;
In []:
In []:
In []:
In [6]: gg()
In []:
In []:
In []:
In []:
In []:
In [7]: int x;
In [8]: int y=0;
In [9]: x = 0;
y = 0;
In [10]: if (x == 1) \{ y = 4; \}
In [11]: y
Out[11]: 0 type: int
In [12]: x
Out[12]: 0
         type: int
In []:
In []:
In []:
In []:
In []:
In [13]: x = 0; y = 0
Out[13]: 0
        type: int
In [14]: if (x == 1);
           y = 4;
input_line_29:2:15: warning: if statement has empty body [-Wempty-body]
In [15]: x
Out[15]: 0 type: int
In [16]: y
Out[16]: 4 type: int
In []:
In []:
In []:
In []:
In []:
```

In [1]: double d;