

```
In [1]: int a = 0, b = 0, c = 0, d = 0;
```

```
In [2]: a + b + c
```

```
Out[2]: 0  
        type: int
```

```
In [3]: int f(int b) {  
            int c = 1;  
            return a + b + c;  
        }
```

```
In [4]: f(2)
```

```
Out[4]: 3  
        type: int
```

```
In [5]: {  
            int a = 1;  
        }  
        d = a + b + c;  
    }  
d
```

```
Out[5]: 1  
        type: int
```

```
In [6]: {  
            int a = 1;  
        }  
        d = a + b + c;  
    }  
d
```

```
Out[6]: 0  
        type: int
```

```
In [7]: int g(int b) {  
            int c = 1;  
            if (b == 1) {  
                return a + b + c;  
            } else if (b == 2) {  
                int a = 1;  
                return a + b + c;  
            } else {  
                int a = 1;  
            }  
            return a + b + c;  
        }
```

```
In [8]: f(1)
```

```
Out[8]: 2  
        type: int
```

```
In [9]: f(2)
```

```
Out[9]: 3  
        type: int
```

```
In [10]: f(3)
```

```
Out[10]: 4  
        type: int
```

```
In [ ]:
```