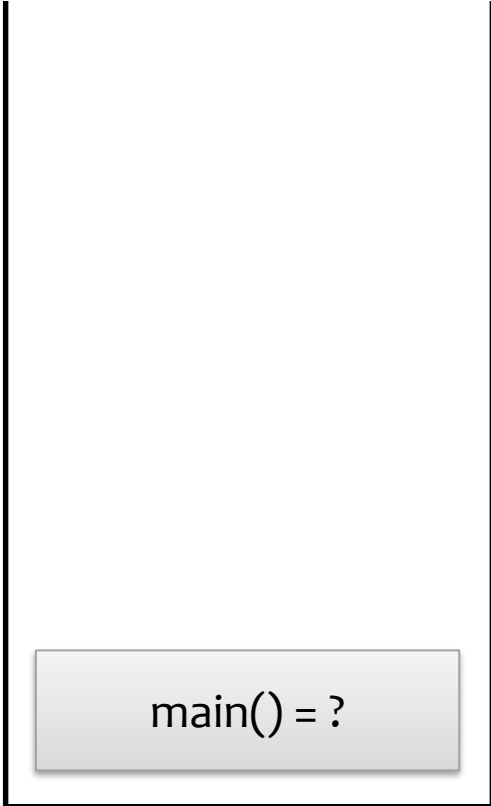


Příklad 1

```
>>> int main() {  
    int foo;  
}
```



main() = ?

Příklad 1

```
int main() {  
>>> int foo;  
}
```

main() = ?

Příklad 1

```
int main() {  
>>>     int foo;  
}
```

foo = ?

main() = ?

Příklad 1

```
int main() {  
    int foo;  
>>> }
```

foo = ?

main() = ?

Příklad 1

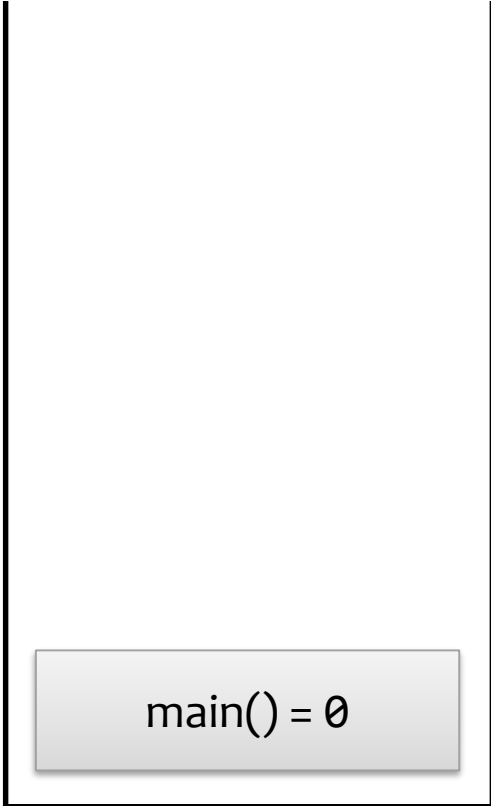
```
int main() {  
    int foo;  
>>> }
```

foo = ?

main() = 0

Příklad 1

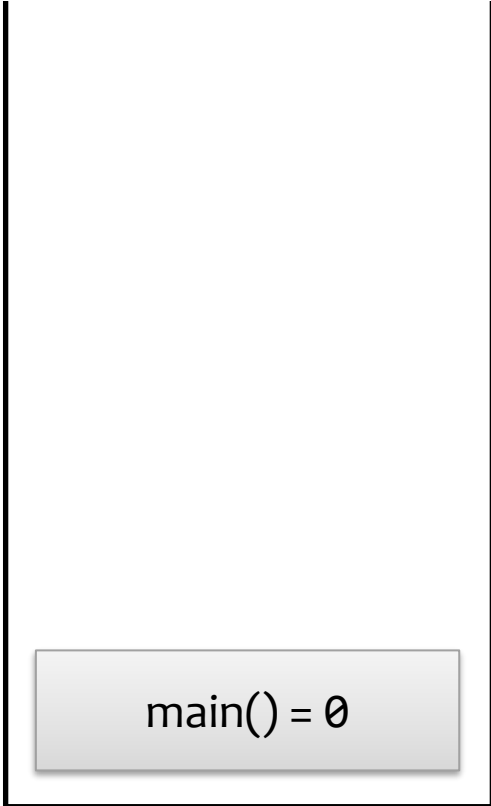
```
int main() {  
    int foo;  
>>> }
```



main() = 0

Příklad 1

```
int main() {  
    int foo;  
}
```



main() = 0

Příklad 2

```
>>> int main() {  
    int i = 0;  
    while (i < 2) {  
        std::string str;  
        i++;  
    }  
}
```

main() = ?

Příklad 2

```
int main() {  
>>>   int i = 0;  
      while (i < 2) {  
          std::string str;  
          i++;  
      }  
}
```

main() = ?

Příklad 2

```
int main() {  
>>>   int i = 0;  
      while (i < 2) {  
          std::string str;  
          i++;  
      }  
}
```

i = 0

main() = ?

Příklad 2

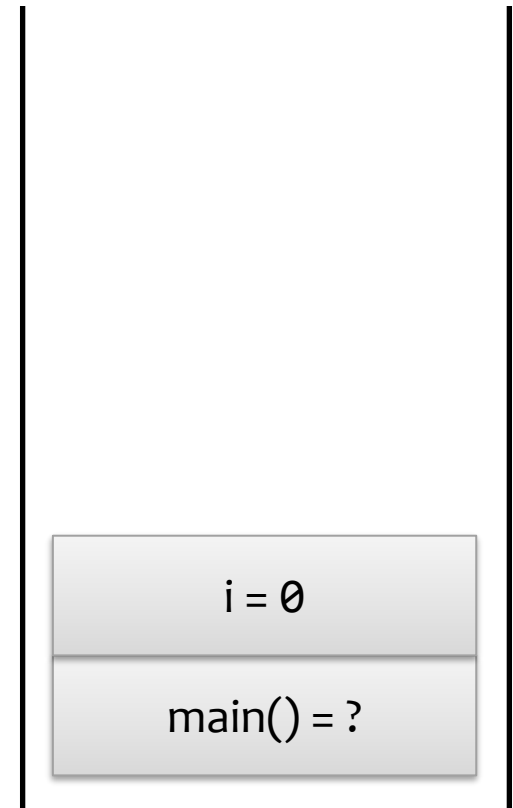
```
int main() {  
    int i = 0;  
>>> while (i < 2) {  
        std::string str;  
        i++;  
    }  
}
```

i = 0

main() = ?

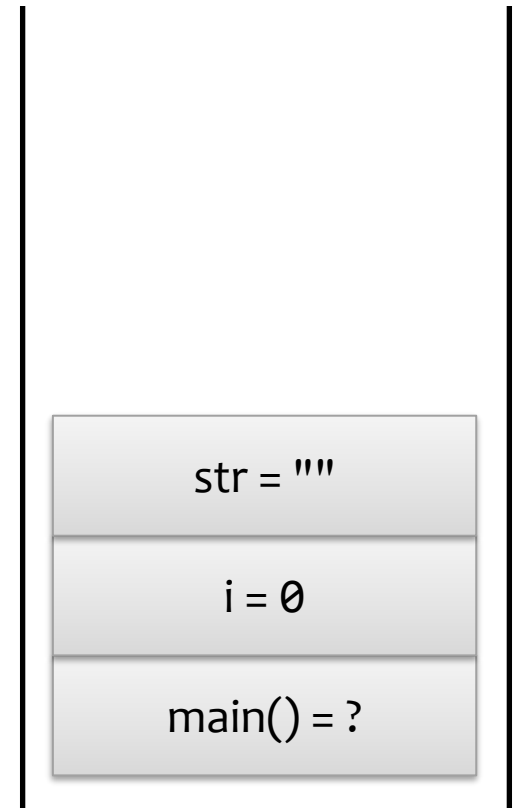
Příklad 2

```
int main() {  
    int i = 0;  
    while (i < 2) {  
>>>        std::string str;  
            i++;  
    }  
}
```



Příklad 2

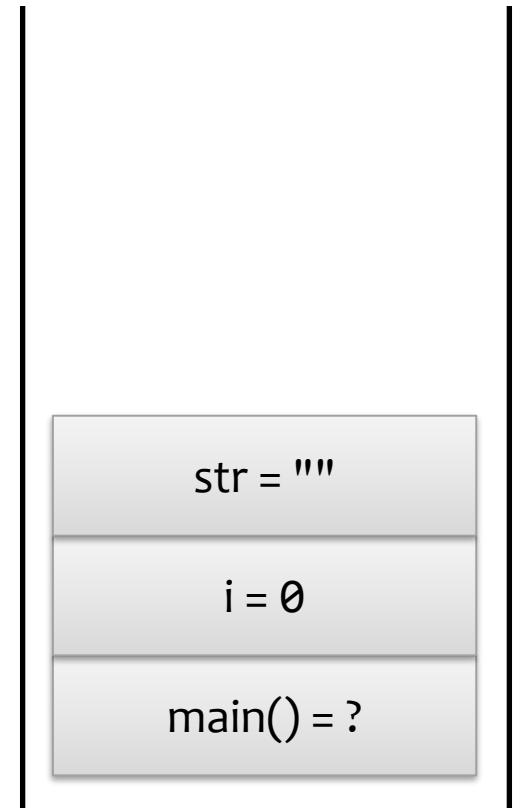
```
int main() {  
    int i = 0;  
    while (i < 2) {  
>>>        std::string str;  
            i++;  
    }  
}
```



Příklad 2

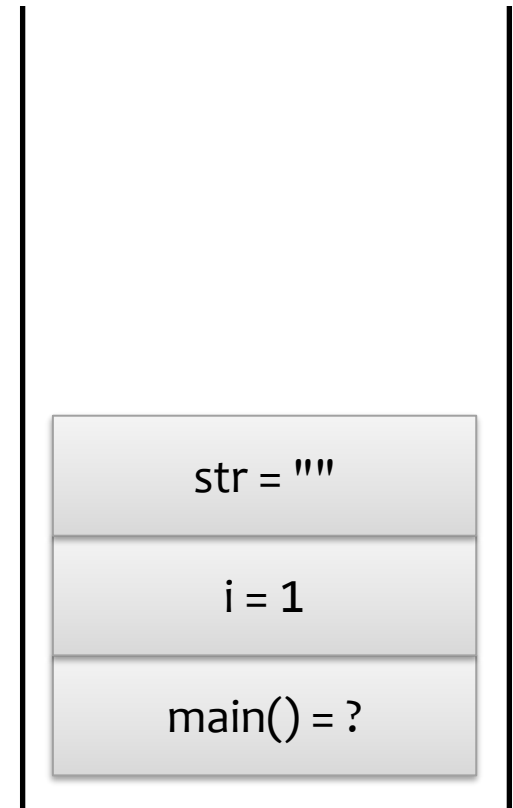
```
int main() {  
    int i = 0;  
    while (i < 2) {  
        std::string str;  
        i++;  
    }  
}
```

>>>



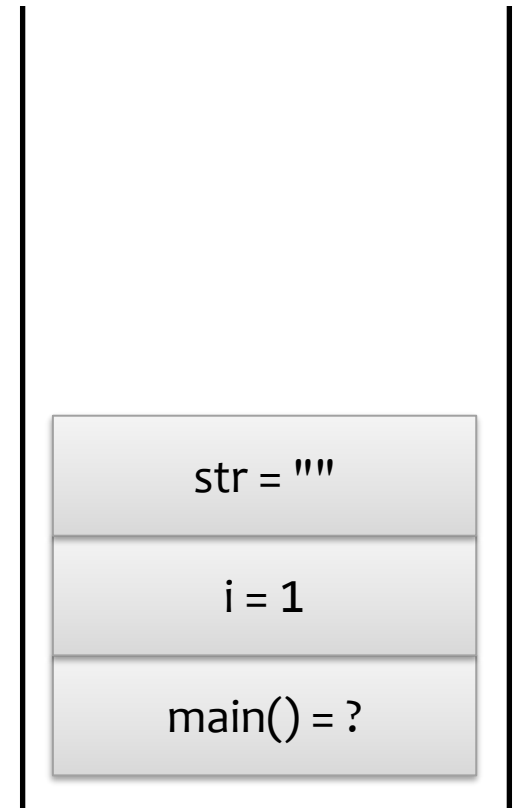
Příklad 2

```
int main() {  
    int i = 0;  
    while (i < 2) {  
        std::string str;  
>>>        i++;  
    }  
}
```



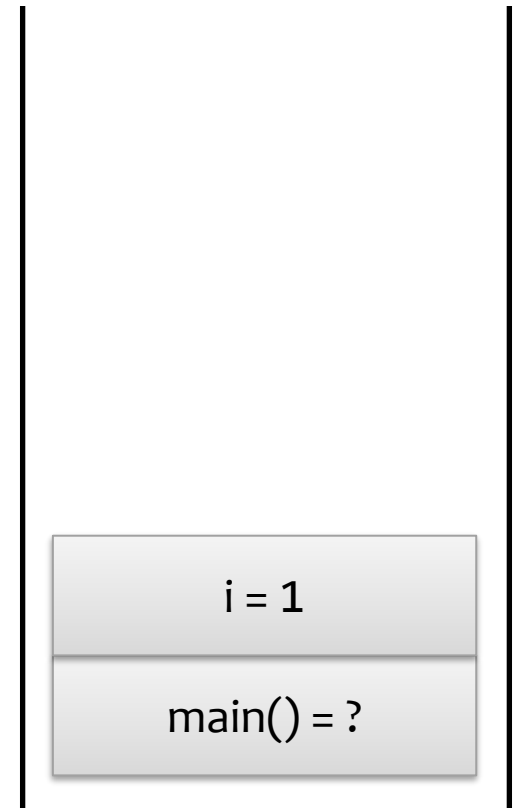
Příklad 2

```
int main() {  
    int i = 0;  
    while (i < 2) {  
        std::string str;  
        i++;  
    }  
    }  
}
```



Příklad 2

```
int main() {  
    int i = 0;  
    while (i < 2) {  
        std::string str;  
        i++;  
    }  
    }  
}
```



Příklad 2

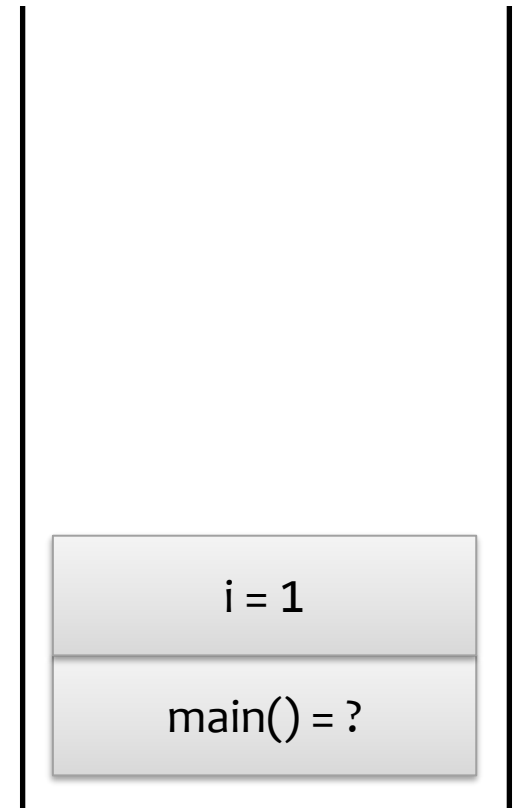
```
int main() {  
    int i = 0;  
>>> while (i < 2) {  
        std::string str;  
        i++;  
    }  
}
```

i = 1

main() = ?

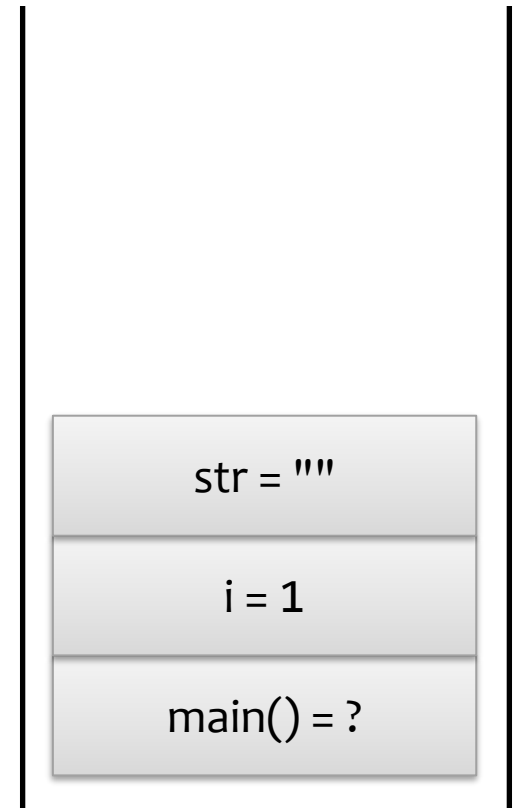
Příklad 2

```
int main() {  
    int i = 0;  
    while (i < 2) {  
>>>        std::string str;  
            i++;  
    }  
}
```



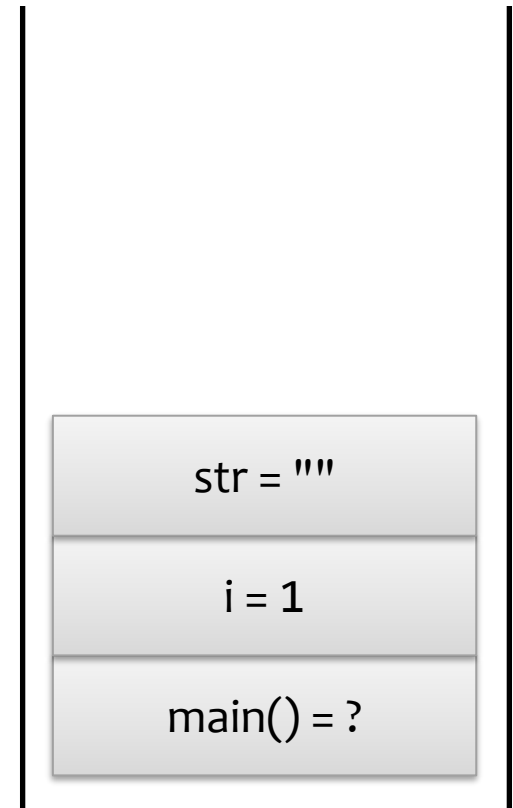
Příklad 2

```
int main() {  
    int i = 0;  
    while (i < 2) {  
>>>        std::string str;  
            i++;  
    }  
}
```



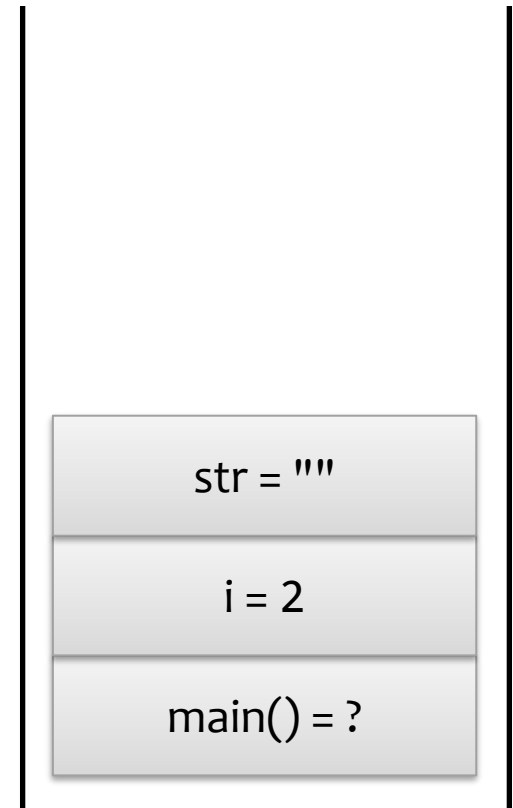
Příklad 2

```
int main() {  
    int i = 0;  
    while (i < 2) {  
        std::string str;  
>>>        i++;  
    }  
}
```



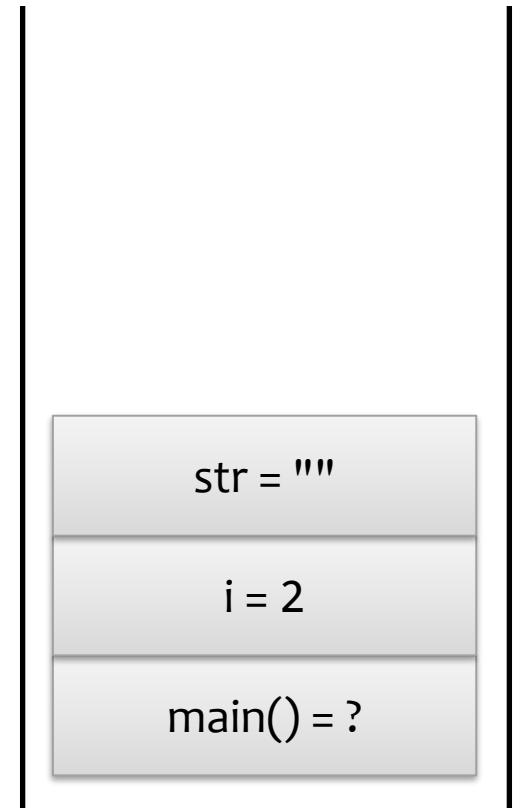
Příklad 2

```
int main() {  
    int i = 0;  
    while (i < 2) {  
        std::string str;  
>>>        i++;  
    }  
}
```



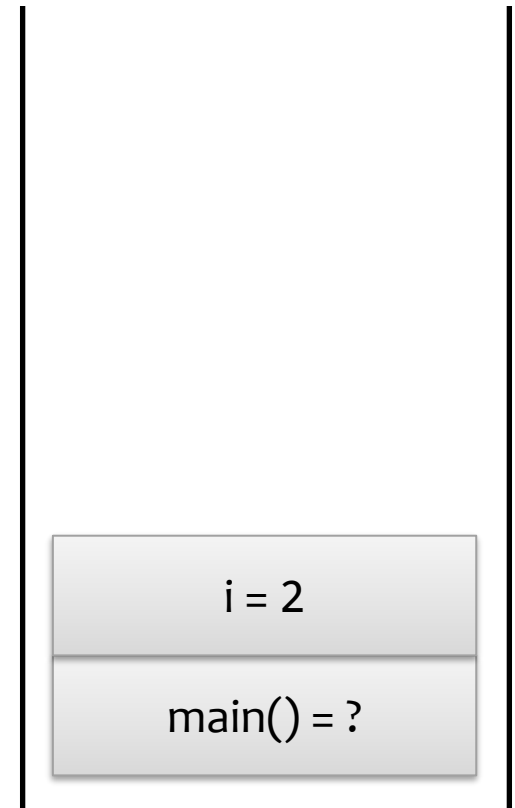
Příklad 2

```
int main() {  
    int i = 0;  
    while (i < 2) {  
        std::string str;  
        i++;  
    }  
    }  
}
```



Příklad 2

```
int main() {  
    int i = 0;  
    while (i < 2) {  
        std::string str;  
        i++;  
    }  
    }  
}
```



Příklad 2

```
int main() {  
    int i = 0;  
>>> while (i < 2) {  
        std::string str;  
        i++;  
    }  
}
```

i = 2

main() = ?

Příklad 2

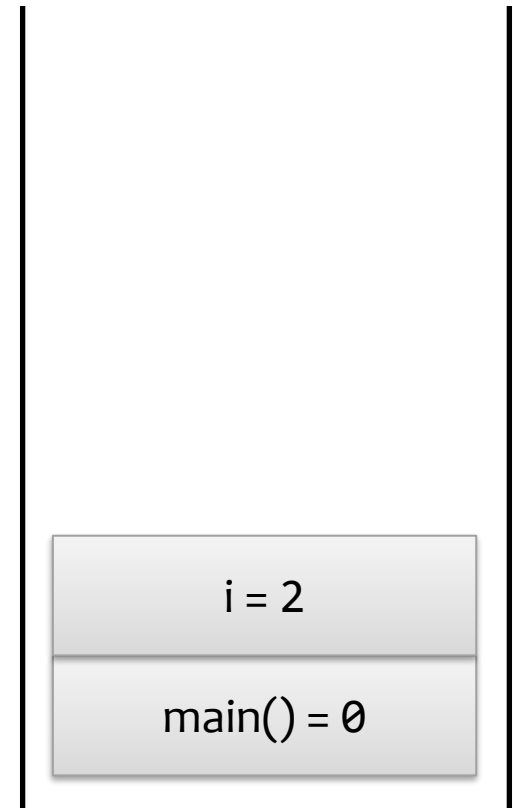
```
int main() {  
    int i = 0;  
    while (i < 2) {  
        std::string str;  
        i++;  
    }  
    >>> }
```

i = 2

main() = ?

Příklad 2

```
int main() {  
    int i = 0;  
    while (i < 2) {  
        std::string str;  
        i++;  
    }  
    >>> }
```



Příklad 2

```
int main() {  
    int i = 0;  
    while (i < 2) {  
        std::string str;  
        i++;  
    }  
    >>> }
```

main() = 0

Příklad 2

```
int main() {  
    int i = 0;  
    while (i < 2) {  
        std::string str;  
        i++;  
    }  
}
```

main() = 0

Příklad 3

```
int func(int a){  
    int b = 2;  
    return b;  
}
```

```
>>> int main(){  
    int a = 10;  
    return func(a);  
}
```

main() = ?

Příklad 3

```
int func(int a){  
    int b = 2;  
    return b;  
}
```

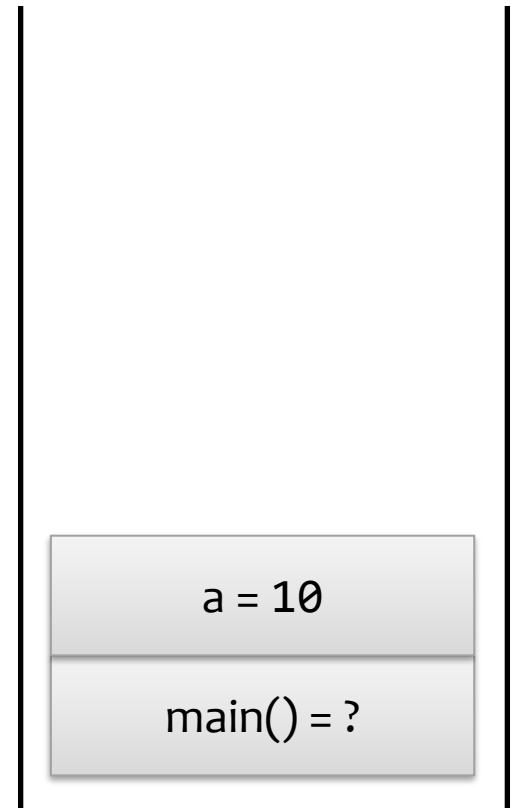
```
>>> int main(){  
    int a = 10;  
    return func(a);  
}
```

main() = ?

Příklad 3

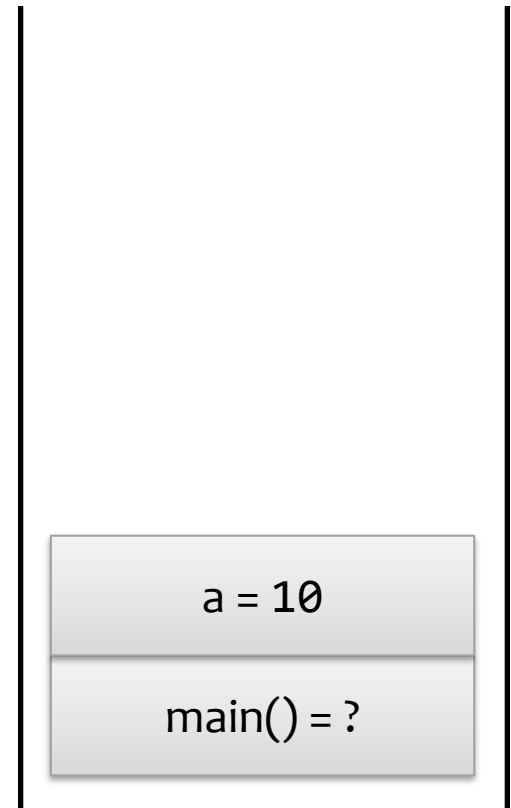
```
int func(int a){  
    int b = 2;  
    return b;  
}
```

```
>>> int main(){  
    int a = 10;  
    return func(a);  
}
```



Příklad 3

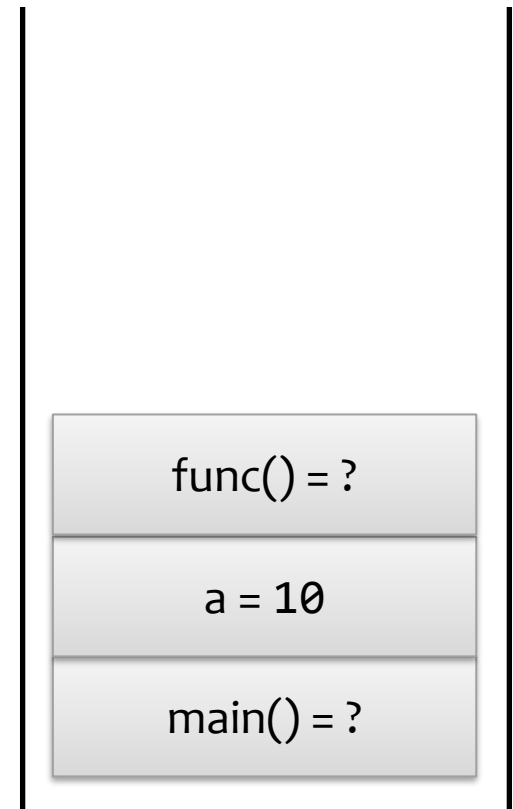
```
int func(int a){  
    int b = 2;  
    return b;  
}  
  
int main(){  
    int a = 10;  
>>>    return func(a);  
}
```



Příklad 3

```
int func(int a){
    int b = 2;
    return b;
}

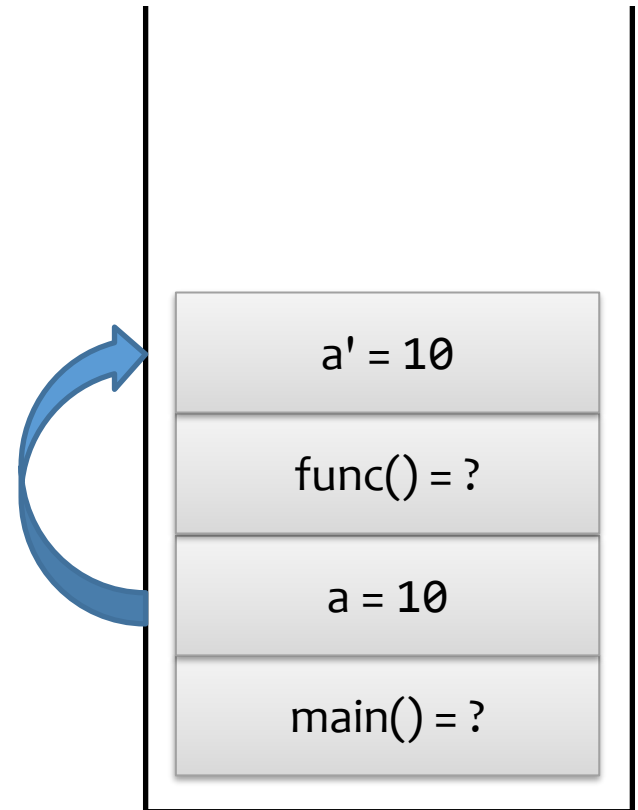
int main(){
    int a = 10;
>>> return func(a);
}
```



Příklad 3

```
int func(int a){  
    int b = 2;  
    return b;  
}
```

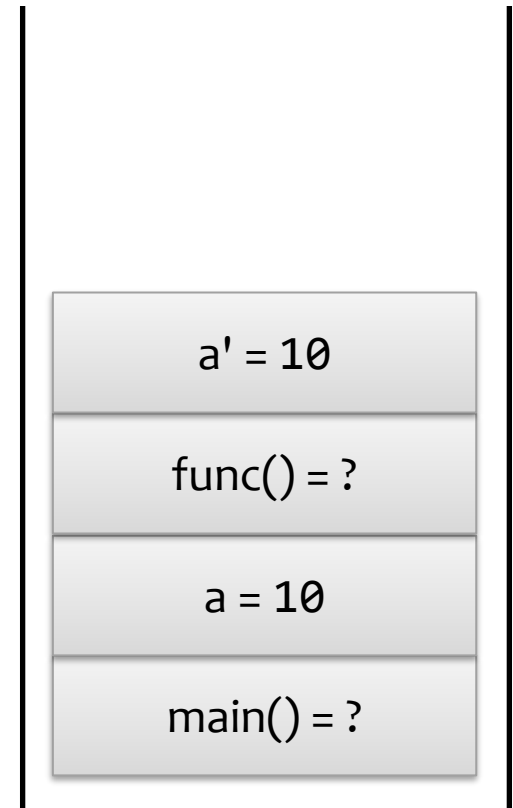
```
>>> int main(){  
    int a = 10;  
    return func(a);  
}
```



Příklad 3

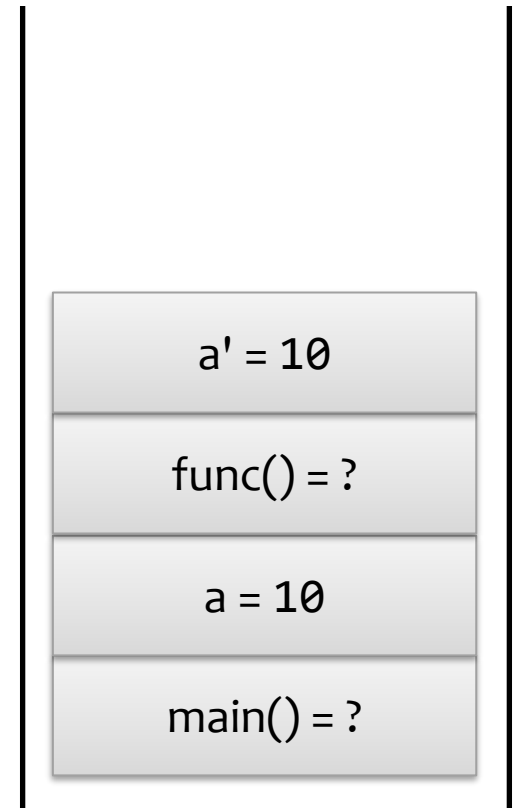
```
>>> int func(int a){
    int b = 2;
    return b;
}

int main(){
    int a = 10;
    return func(a);
}
```



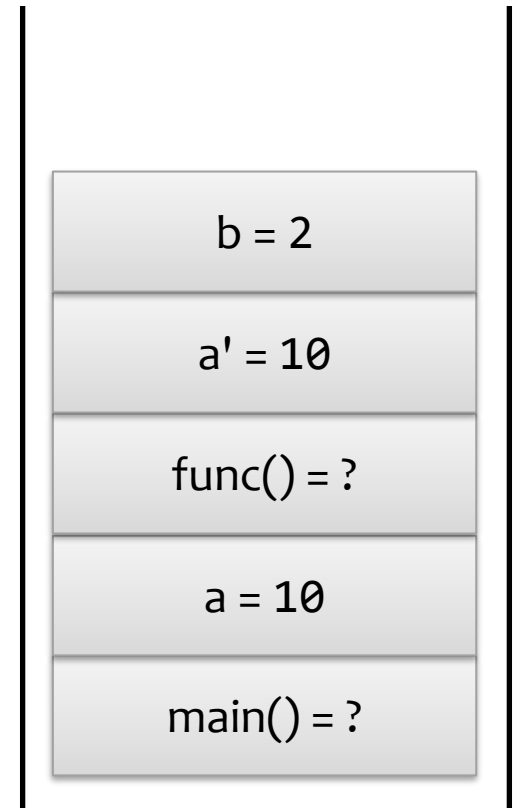
Příklad 3

```
int func(int a){  
>>>   int b = 2;  
      return b;  
}  
  
int main(){  
    int a = 10;  
    return func(a);  
}
```



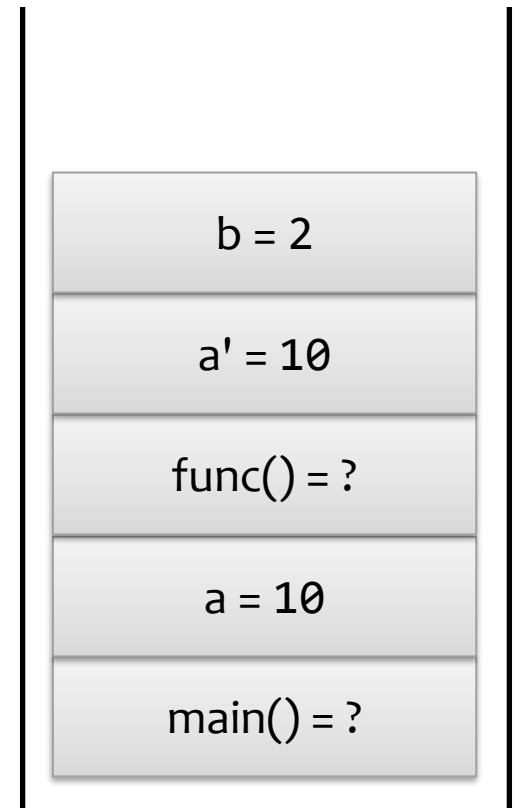
Příklad 3

```
int func(int a){  
>>>   int b = 2;  
      return b;  
}  
  
int main(){  
    int a = 10;  
    return func(a);  
}
```



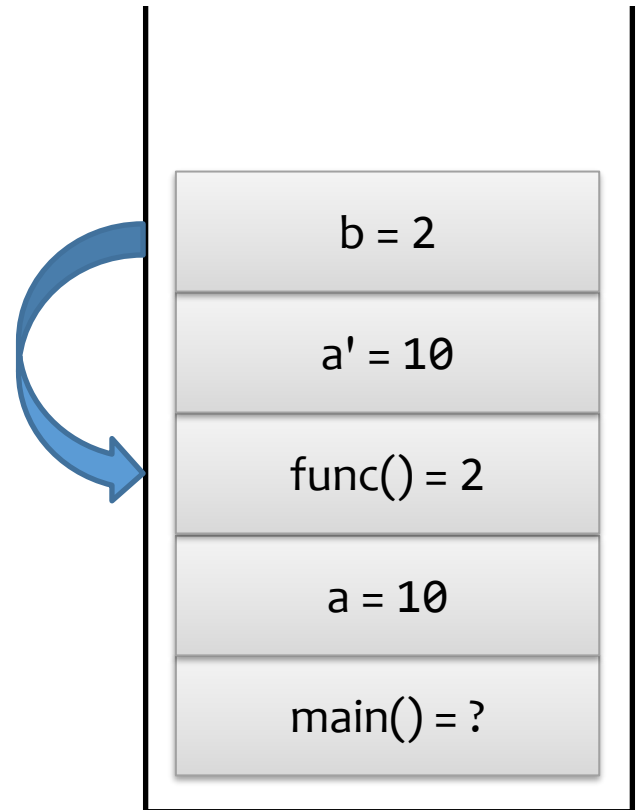
Příklad 3

```
int func(int a){  
    int b = 2;  
>>>    return b;  
}  
  
int main(){  
    int a = 10;  
    return func(a);  
}
```



Příklad 3

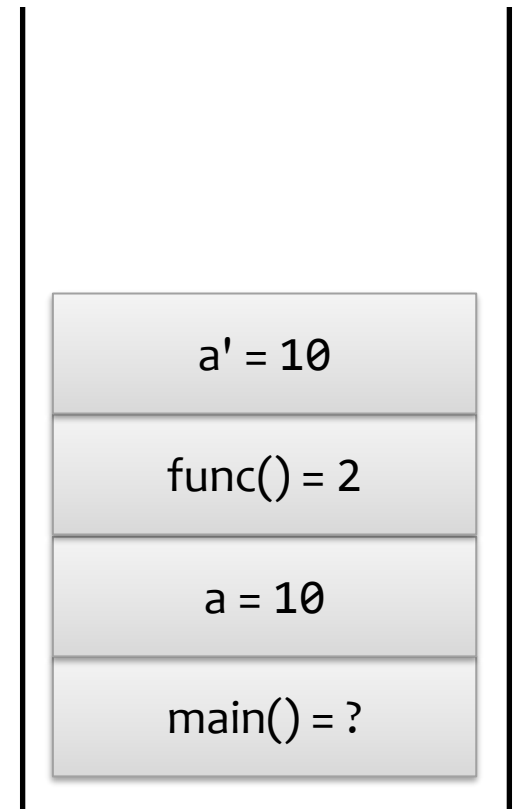
```
int func(int a){  
    int b = 2;  
>>>    return b;  
}  
  
int main(){  
    int a = 10;  
    return func(a);  
}
```



Příklad 3

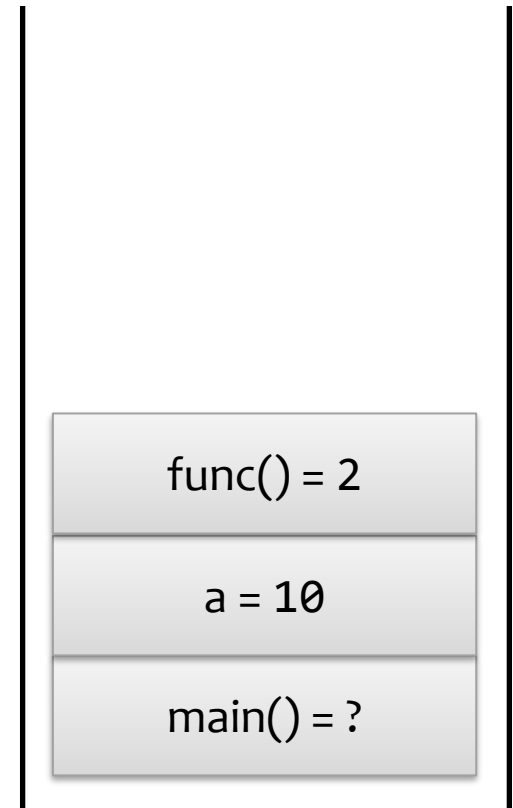
```
int func(int a){
    int b = 2;
>>> return b;
}

int main(){
    int a = 10;
    return func(a);
}
```



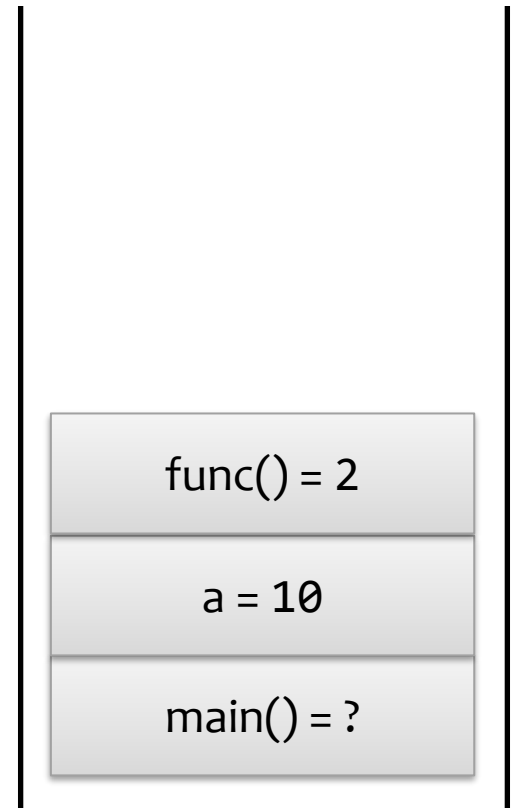
Příklad 3

```
int func(int a){  
    int b = 2;  
>>>    return b;  
}  
  
int main(){  
    int a = 10;  
    return func(a);  
}
```



Příklad 3

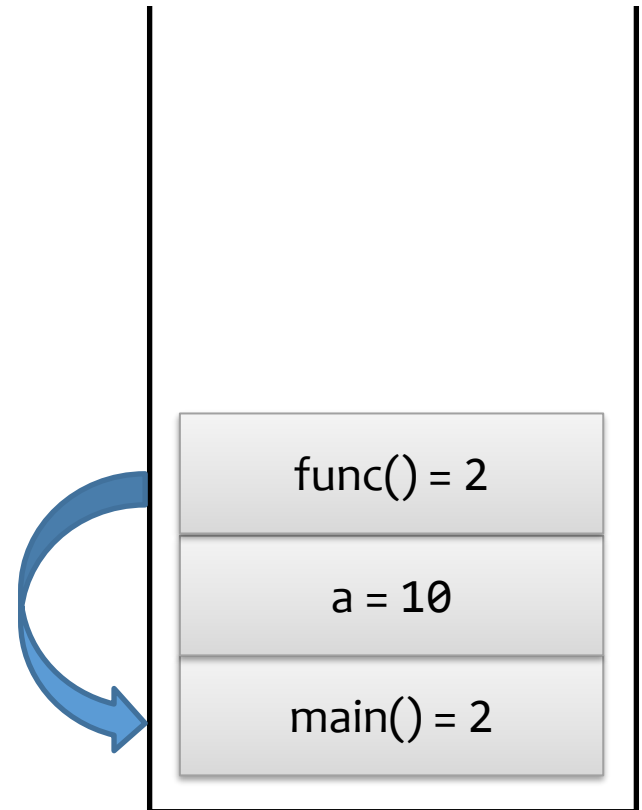
```
int func(int a){  
    int b = 2;  
    return b;  
}  
  
int main(){  
    int a = 10;  
>>> return func(a);  
}
```



Příklad 3

```
int func(int a){
    int b = 2;
    return b;
}

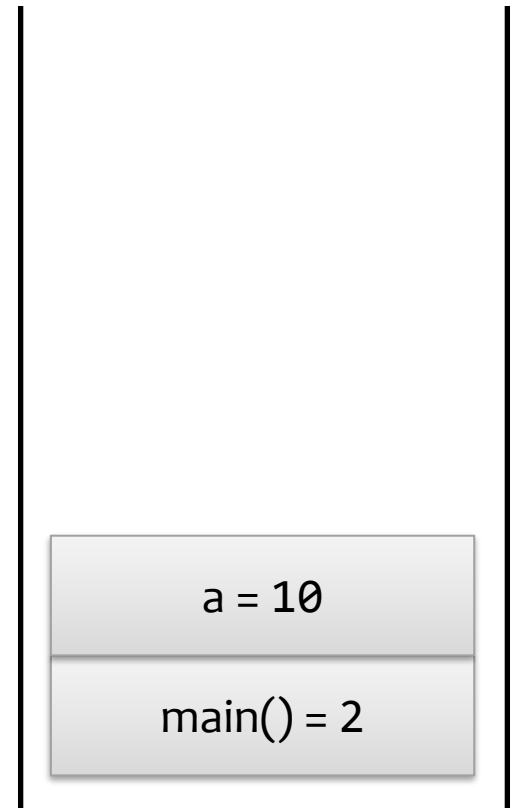
int main(){
    int a = 10;
    >>> return func(a);
}
```



Příklad 3

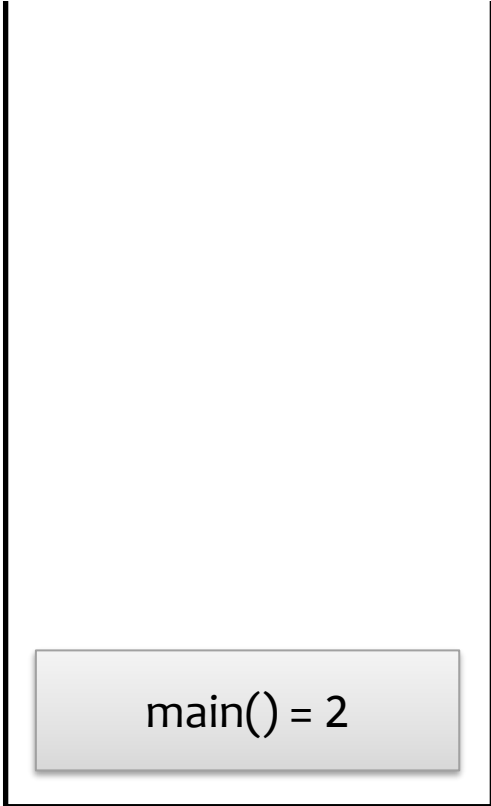
```
int func(int a){
    int b = 2;
    return b;
}

int main(){
    int a = 10;
>>> return func(a);
}
```



Příklad 3

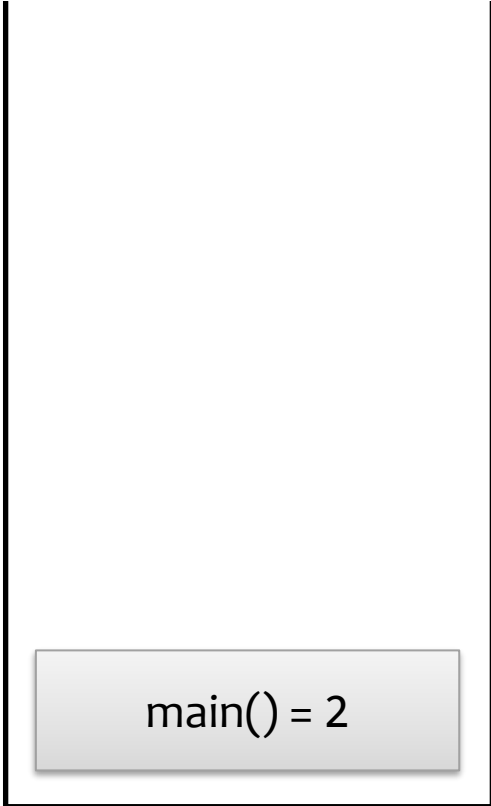
```
int func(int a){  
    int b = 2;  
    return b;  
}  
  
int main(){  
    int a = 10;  
>>>    return func(a);  
}
```



main() = 2

Příklad 3

```
void func(int a){  
    int b = 2;  
    return b;  
}  
  
int main(){  
    int a = 10;  
    return func(a);  
}
```



main() = 2

Příklad 4

```
struct Osoba {  
    std::string jmeno, prijmeni;  
    int vek;  
};
```

```
>>> int main() {  
    Osoba o1;  
    Osoba o2;  
}
```

main() = ?

Příklad 4

```
struct Osoba {  
    std::string jmeno, prijmeni;  
    int vek;  
};  
  
int main() {  
>>>     Osoba o1;  
        Osoba o2;  
}
```

main() = ?

Příklad 4

```
struct Osoba {  
    std::string jmeno, prijmeni;  
    int vek;  
};  
  
int main() {  
>>>     Osoba o1;  
         Osoba o2;  
}
```

o1.jmeno = ""

main() = ?

Příklad 4

```
struct Osoba {  
    std::string jmeno, prijmeni;  
    int vek;  
};  
  
int main() {  
>>>     Osoba o1;  
         Osoba o2;  
}
```

o1.prijmeni = ""

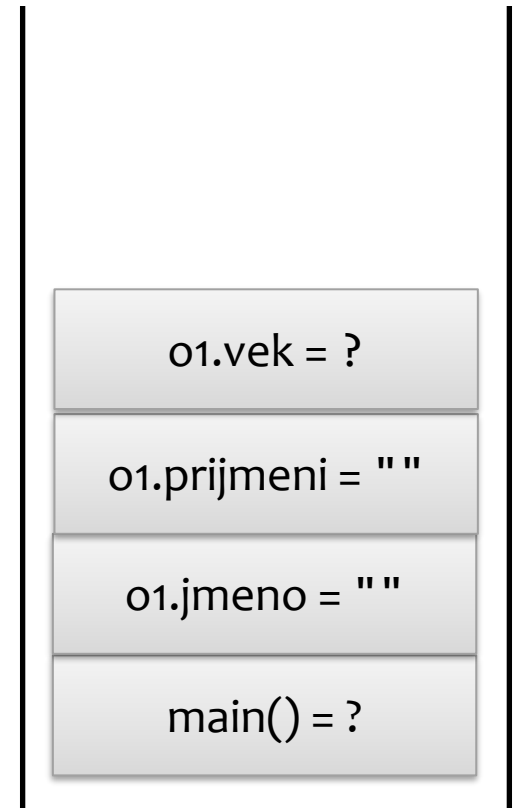
o1.jmeno = ""

main() = ?

Příklad 4

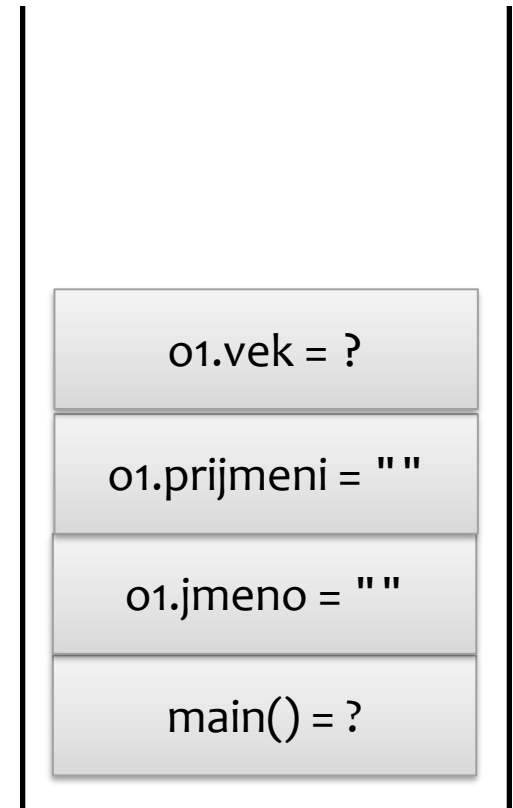
```
struct Osoba {  
    std::string jmeno, prijmeni;  
    int vek;  
};
```

```
int main() {  
>>>     Osoba o1;  
         Osoba o2;  
}
```



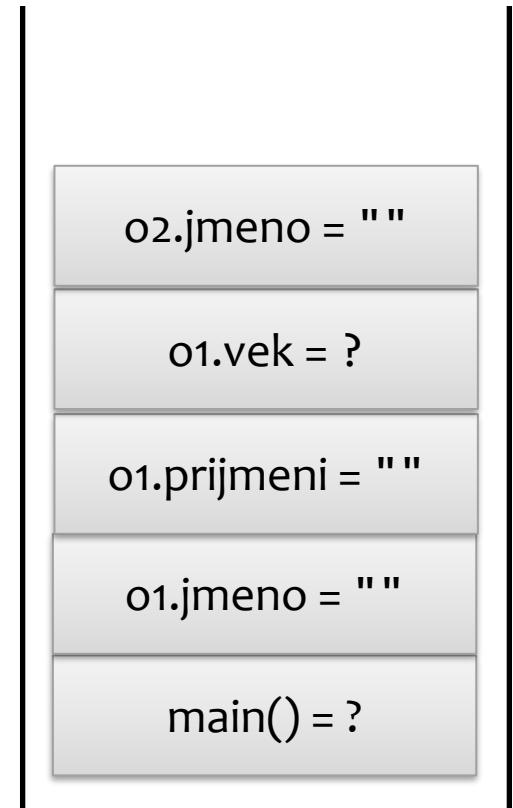
Příklad 4

```
struct Osoba {  
    std::string jmeno, prijmeni;  
    int vek;  
};  
  
int main() {  
    Osoba o1;  
>>>    Osoba o2;  
}
```



Příklad 4

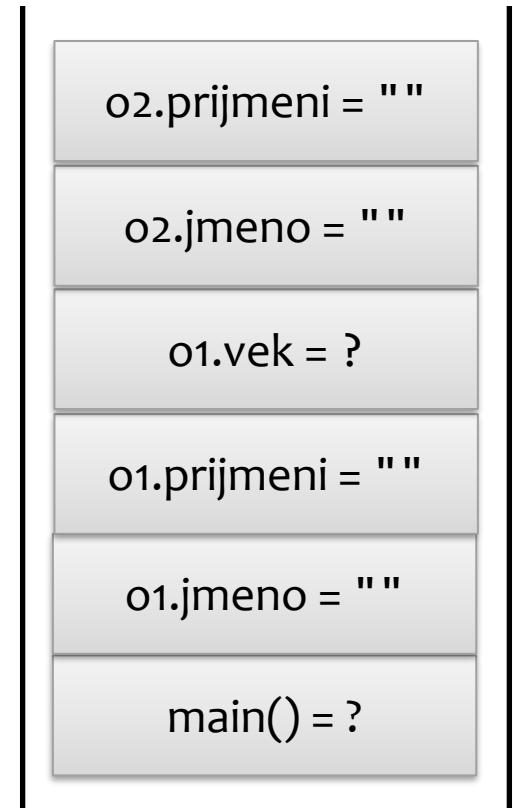
```
struct Osoba {  
    std::string jmeno, prijmeni;  
    int vek;  
};  
  
int main() {  
    Osoba o1;  
>>>    Osoba o2;  
}
```



Příklad 4

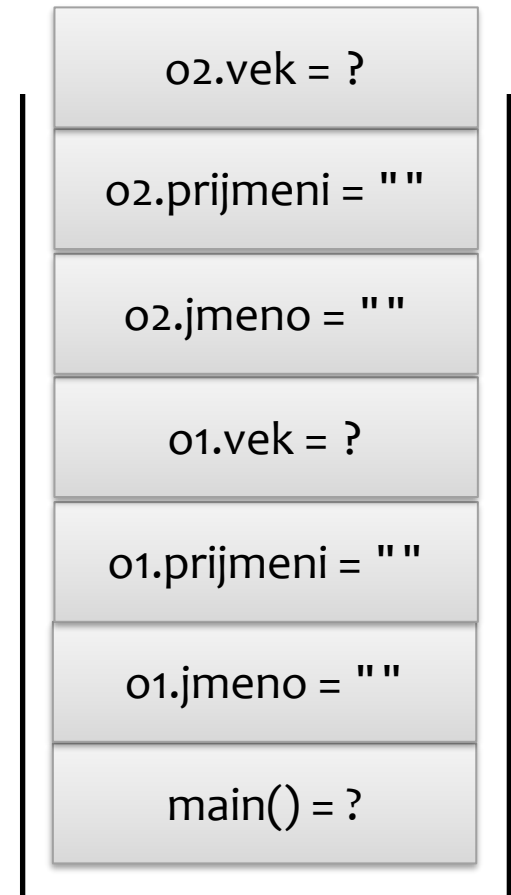
```
struct Osoba {
    std::string jmeno, prijmeni;
    int vek;
};

int main() {
    Osoba o1;
>>>    Osoba o2;
}
```



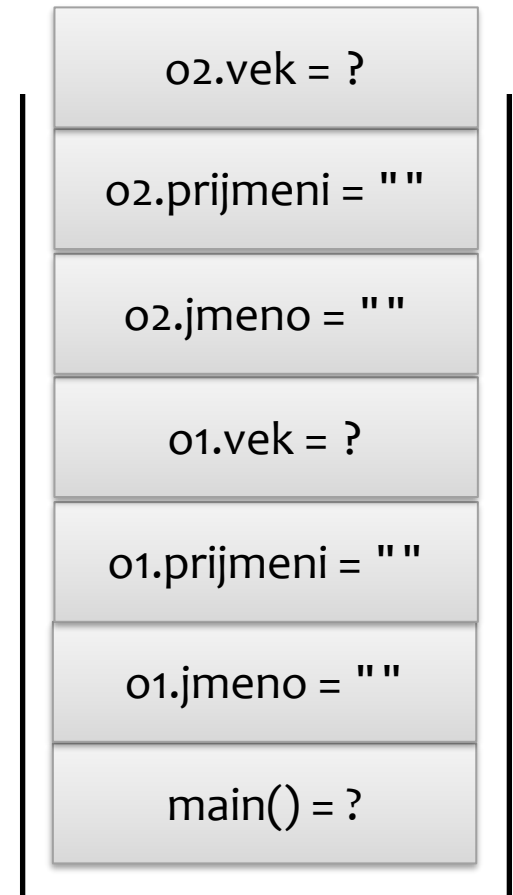
Příklad 4

```
struct Osoba {  
    std::string jmeno, prijmeni;  
    int vek;  
};  
  
int main() {  
    Osoba o1;  
>>>    Osoba o2;  
}
```



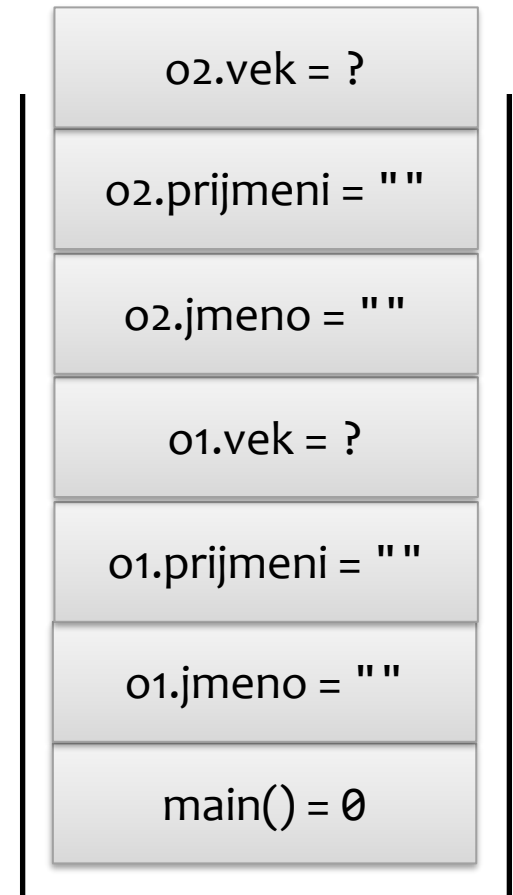
Příklad 4

```
struct Osoba {  
    std::string jmeno, prijmeni;  
    int vek;  
};  
  
int main() {  
    Osoba o1;  
    Osoba o2;  
}>>> }
```



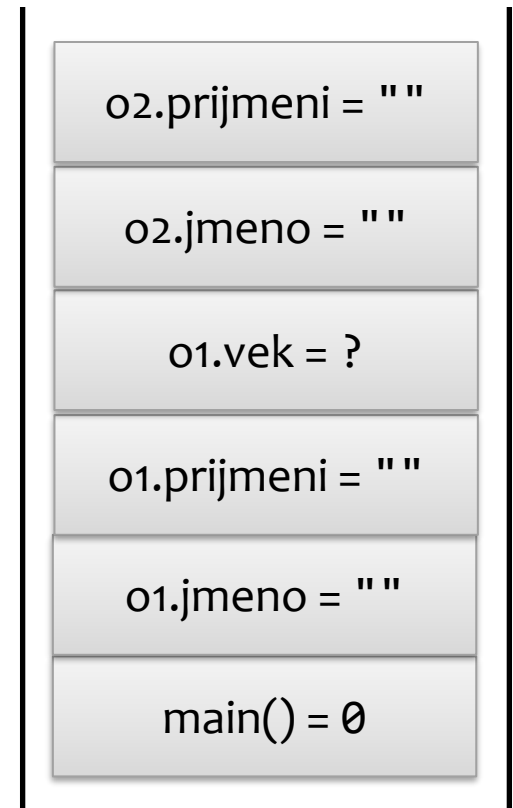
Příklad 4

```
struct Osoba {  
    std::string jmeno, prijmeni;  
    int vek;  
};  
  
int main() {  
    Osoba o1;  
    Osoba o2;  
}>>> }
```



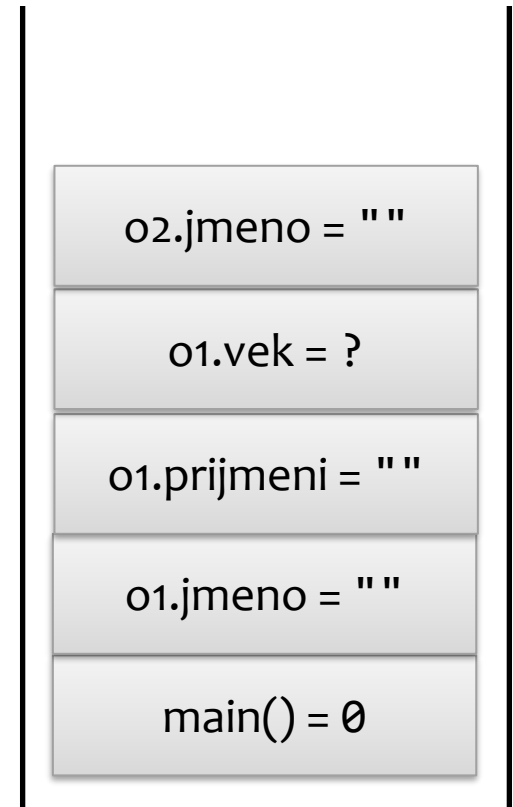
Příklad 4

```
struct Osoba {  
    std::string jmeno, prijmeni;  
    int vek;  
};  
  
int main() {  
    Osoba o1;  
    Osoba o2;  
}>>> }
```



Příklad 4

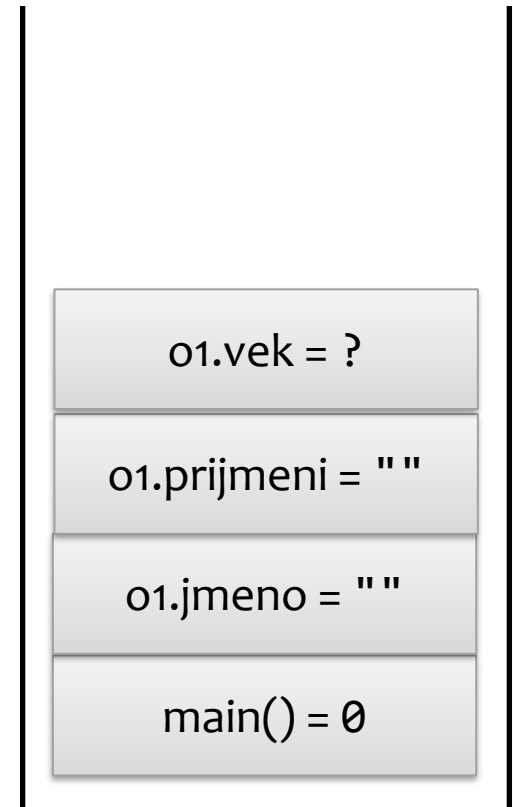
```
struct Osoba {  
    std::string jmeno, prijmeni;  
    int vek;  
};  
  
int main() {  
    Osoba o1;  
    Osoba o2;  
}>>> }
```



Příklad 4

```
struct Osoba {  
    std::string jmeno, prijmeni;  
    int vek;  
};
```

```
int main() {  
    Osoba o1;  
    Osoba o2;  
}>>>
```



Příklad 4

```
struct Osoba {  
    std::string jmeno, prijmeni;  
    int vek;  
};
```

```
int main() {  
    Osoba o1;  
    Osoba o2;  
}>>>
```

o1.prijmeni = ""

o1.jmeno = ""

main() = 0

Příklad 4

```
struct Osoba {  
    std::string jmeno, prijmeni;  
    int vek;  
};  
  
int main() {  
    Osoba o1;  
    Osoba o2;  
}>>> }
```

o1.jmeno = ""

main() = 0

Příklad 4

```
struct Osoba {  
    std::string jmeno, prijmeni;  
    int vek;  
};  
  
int main() {  
    Osoba o1;  
    Osoba o2;  
}>>> }
```

main() = 0

Příklad 4

```
struct Osoba {  
    std::string jmeno, prijmeni;  
    int vek;  
};  
  
int main() {  
    Osoba o1;  
    Osoba o2;  
}
```

main() = 0