Follow the code below and write the output-on-output screen.

```
#include <stdio.h>
  int main()
  {
  int x = 11, y = 10;
  {
  printf("x = %d\ty = %d\n", x, y);
  {   int x = 7;
  x*=-2;
  --y;
  printf("x = %d\ty = %d\n", x, y);
  }
  printf("x = %d\ty = %d\n", x, y);
  }
  return 0;
  }
```

x = 11 y = 10
x = -14 y = 9
x = 11 y = 9

```c
#include <stdio.h>

void change(int *, int);
void swap(int, int *);

int main() {
int x = 12, y = 4;
int *p = &x;

printf("x:%d\ty:%d", x, y);

change(&x, y);
swap(x, &y);

*p = *p - y / 2;

printf("\nx:%d\ty:%d", x, y);

return 0;
}

void change(int *a, int b) {
*a = *a + b;
b = *a - b;

printf("\nx:%d\ty:%d", *a, b);
}

void swap(int a, int *b) {
int temp;

temp = a;
a = *b;
*b = temp / 2;

printf("\nx:%d\ty:%d", a, *b);
}
```

```
x:12    y:4
x:16    y:12
x:4     y:8
x:12    y:8
```