



Džberka pramenitá

Tento papír je pomůcka ke hře, nechte jej prosím na místě, bude odstraněn nejpozději do 28.8.2009.

```
#include <stdio.h>
#include <math.h>

int main() {
    int a, b, c, d, e, f, g, h;
    int i, j, k, l, m, n, o, p;
    int q, r, s, t, u, v, w, x;
    int y, z;
    a = 3+4;
    for (i=0, n=0; i<20-8; i=i+1)
        if (i%2==0 && i/2>=0)
            n = n+1;
    printf("%d%d", i-1, n);
    d = 2;
    e = n/d;
    printf("%d%d", e, d);
    t = 10+30;
    while(t>=7+8)
        t = t-12;
    printf("%d", t/1);
    o = --t+8+2;    // pri x/0 dostaneme error
    v = t-- +3+8;
    j = o/13;
    printf("%d%d%d", v, j, o);
    if (t==12)
        e = 8;
    else e = o+0-8;
    r = 2*(n+n+n)/3-3-0;
    printf("%d%d", r++, e/1);
    c = 4-3/2;
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    h = --a/1 +1;
    t = 4;
    printf("%d%d%d", 3*t--, h+1, a); /* malem jsem se preklikl a napsal / :-D
    jak by mohl byt definovany operator +++ ? :/ */
    q = (--v*4-3)/11 -a+6+(66-2)/4 + 22;
    b=10;
    printf("%d", b);
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