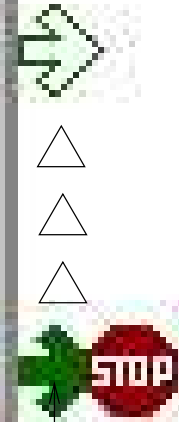


```
int main(int /* a
{
    int i = 42;
    tree_test();
    i++;
    list_test(i);
    i++;
    array_test();
    i++;
    type_test();
    —i;
```



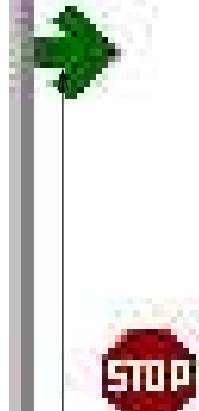
Click on arrow, ...

```
int main(int /* a
{
    int i = 42;
    tree_test();
    i++;
    list_test(i);
    i++;
    array_test();
    i++;
    type_test();
    —i;
```



... hold mouse button and move ...

```
int main(int /* a
{
    int i = 42;
    tree_test();
    i++;
    list_test(i);
    i++;
    array_test();
    i++;
    type_test();
    —i;
```



... to the final position.

Changing the Execution Position by Dragging the Execution Arrow