public double v4(args>> double : k1): static

{

var double : k2;

k2<- 4;

if(k1 > 10 && k1 < 20)

k2 <- k1\*5;

else

k2 <- k1/5;

return k2+ 2.89;

}

public void main() :static

{

var int: x;

x<- 21;

var double: y;

while (x > 7)

{

y<- v4( 3.62);

x<- x – 7;

}

}