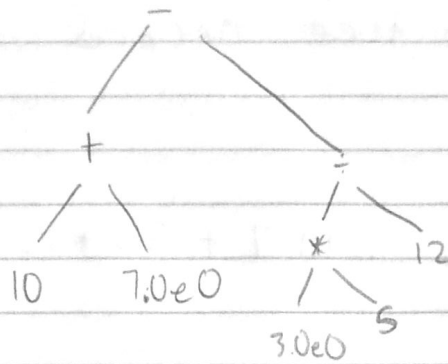
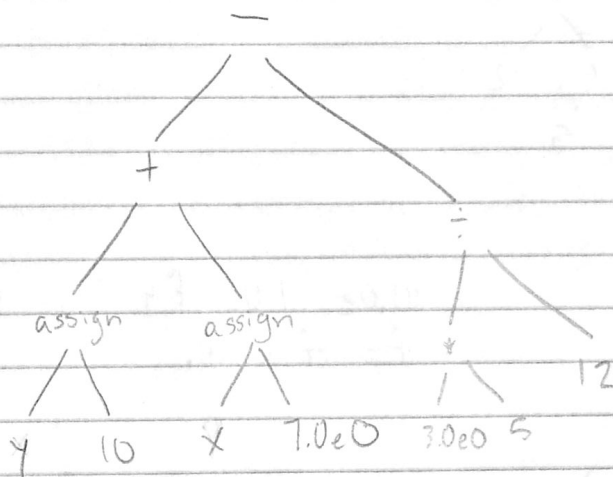


5)



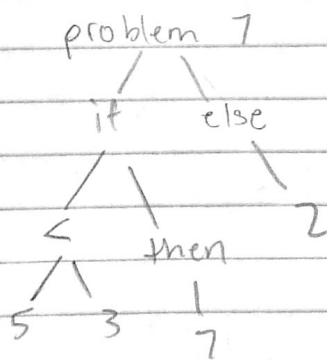
10 7e0 s7f fswap f+
 3e0 5 s7f f* 12 s7f
 f- f- f.

6)



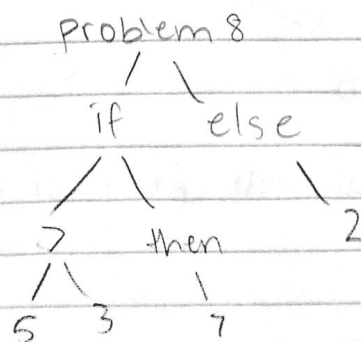
: y 10;
 : x 7e0;
 y x s7f fswap f+
 3e0 5 s7f f* 12 s7f
 f- f- f.

7)



: problem7 5 3 <
 if 7
 else 2
 then;

8)



: problems8 5 3 >
 if 7
 else 2
 then;