# Test case 1:

int main()

{

write "Hello world";

int x;

x := (20/10)\*(12/10);

write x;

write endl;

return 0;

}

# Test case 2:

int fun1(int x)

{

x:=x-5;

return x;

}

float fun2( float x)

{

return x\*2;

}

int main()

{

write "Enter a number:";

int x;

read x;

if x>0 then

x:=11+(x\*fun1(x))/4;

elseif x<0 then

write x+50\*4;

else

write "x is equal 0";

end

return 0;

}

# Test case 3: return at the middle of the function

int run(float y)

{

if x<>y && x>0 then

write endl;

repeat

x:=x-1;

until x >0

elseif x>y then

int s;

read s;

return y;

else

write x;

end

return "run function";

}

int main()

{

write "Hello world";

float y;

read y;

int x;

x := run(y);

write x;

write endl;

return 0;

}

# Test case 4:

/\*Sample program includes all 30 rules\*/

int sum(int a, int b)

{

return a + b;

}

int main()

{

int val, counter;

read val;

counter:=0;

repeat

val := val - 1;

write "Iteration number [";

write counter;

write "] the value of x = ";

write val;

write endl;

counter := counter+1;

until val = 1

write endl;

string s := "number of Iterations = ";

write s;

counter:=counter-1;

write counter;

/\* complicated equation \*/

float z1 := 3\*2\*(2+1)/2-5.3;

z1 := z1 + sum(1,y);

if z1 > 5 || z1 < counter && z1 = 1 then

write z1;

elseif z1 < 5 then

z1 := 5;

else

z1 := counter;

end

return 0;

}