3.61/

long cread\_alt(long \*xp)

{

return (!xp ? 0 : \*xp);

}

3.62/

long switch3(long \*p1, long \*p2, mode\_t action)

{

long result = 0;

switch(action)

{

case MODE\_A:

result = \*p2;

\*p2 = \*p1;

break;

case MODE\_B:

\*p1 = \*p1 + \*p2;

result = \*p1;

break;

case MODE\_C:

\*p1 = 59;

result = \*p2;

break;

case MODE\_D:

\*p1 = \*p2;

result = 27;

break;

case MODE\_E:

result = 27;

break;

default:

result = 12;

break;

}

return result;

}

3.63/

long switch\_prob(long x, long n)

{

long result = x;

switch(n)

{

case 60:

case 62:

result = x \* 8;

break;

case 63:

result = x >> 3;

break;

case 64:

x = x << 4 - x;

case 65:

x = x \* x;

default:

result = x + 0x4B;

}

return result;

}