

```

public double v4(args>> double : k1): static
{
    var double : k2;
    if(k1 > 10 && k1 < 15)
        k2 <- k1*5;
    else
        k2 <-k1/5;
    return k2+ 2.89;
}

```

```

public void main() :static
{
    var int: x<- 21;
    var double: y;
    while (x>7)
    {
        y<- v4( 3.62);
        x<- x - 7;
    }
}

```