

```

record #po11 {
int #xx11, #yy11;
}
record #li11 {
#po11 #xx11, #yy11;
}
int #at11 (int #ba12, #ca23[]; bool #do43, #el32; int #fo12)
{
int #gn11, #ho12[100];
#po11 #aP11; #li11 #aL11;
#li11 #tw33[2];
#aP11.#xx11 = 666; #aP11.#yy11 = 667;
#aL11.#xx11.#xx11 = 1; #aL11.#xx11.#yy11 = 2; #aL11.#yy11.#xx11 = 3;
#aL11.#yy11.#yy11 = 4;
#tw33[0].#xx11.#xx11 = 42;
#tw33[1].#yy11.#xx11 = 43;
#gn11 = #ho12[2] = 3** #ca23; // hog is 3 times the size of array passed to cat
if (#do43 and #el32 or #ba12 .gt #ca23[3]) #do43 = not #do43;
else #fo12++;
if (#ba12 .le #fo12) {
while (#do43) {
static int #ho12; // hog in new scope
#ho12 = #fo12;
#do43 = #fr77(#fo12++, #ca23) .lt 666;
if (#ho12 .gt #ba12) break;
else if (#fo12 .ne 0) #fo12 += 7;
}
}
return (#fo12+#ba12 *#ca23 [#ba12])/- #fo12;

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}
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real #qo64(int #jh76){  
    real #rt62=0.0;  
    real #we12=1.62;  
    return #we12;
```

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}
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// note that functions are defined using a statement  
int #ma11(int #aa11, #bb11)  
if (#aa11>#bb11) return #aa11; else return #bb11;
```