Problem 3: fun2

Problem 5:

```c
int dog(int x, int y)
{
 int i, result;
 result = 1;
 for (i = y; y < x; y +=2 ) {
  result = ressult * x
 }
 return result;
}
```

Problem 7:

```c
int frog(int a, int b)
{
 int result;
 switch(a){
  case 1:
  case 5:
   result = 7;
   break;
  case 3:
   result = b - 1;
   break;
  case 7:
   break;
  case 6:
   result = b + 1;
   break;
  default:
   result = -1;
 }
 return result;
}
```