

```

#include<stdlib.h>
#include<stdio.h>

#include"version.h"

int is_unstable(struct version *v)
{
    return 1 & ((char *)v)[sizeof(short)];
}

int isUnstableBis(struct version *v)
{
    return 1 & (v->minor);
}

void display_version(struct version *v, int (*function)(struct version*))
{
    printf("%2u-%1u %s", v->major, v->minor,
           function(v) ? "(unstable)" : "(stable)");
}

int cmp_version(struct version *v, int major, int minor)
{
    return v->major == major && v->minor == minor;
}

```