```
double fl(double x, double y) {
    double a, b;
    a = f2(x,y);
    b = f3(a);
    return f2(a,b);

    double f2(double x, double y) {
    double a, b, c;
    a = x + y;
    b = x - y;
    c = a*b;
    return c;
}

double f3(double x) {
    double a;
    a = x * x * x;
    return a;
}

void main() {
    double x-1.0, y=2.0, z;
    z = f1(x+0.5,y);
}
```

1



























