```cpp
#pragma once
#define COMMONOPERATIONS_VERSION 1

#include <algorithm>
#include <stdint.h>

namespace SoilMath
{
    inline uint16_t MinNotZero(uint16_t a, uint16_t b)
    {
        if (a != 0 && b != 0) { return (a < b) ? a : b; }
        else { return (a > b) ? a : b; }
    }

    inline uint16_t Max(uint16_t a, uint16_t b)
    {
        return (a > b) ? a : b;
    }

    inline uint16_t Max(uint16_t a, uint16_t b, uint16_t c, uint16_t d)
    {
        return (Max(a, b) > Max(c, d)) ? Max(a, b) : Max(c, d);
    }

    inline uint16_t Min(uint16_t a, uint16_t b)
    {
        return (a < b) ? a : b;
    }

    inline uint16_t Min(uint16_t a, uint16_t b, uint16_t c, uint16_t d)
    {
        return (Min(a, b) > Min(c, d)) ? Min(a, b) : Min(c, d);
    }

    static double quick_pow10(int n)
    {
        static double pow10[19] = {
            1, 10, 100, 1000, 10000,
            100000, 1000000, 10000000, 100000000, 1000000000,
            10000000000, 100000000000, 1000000000000, 10000000000000, 100000000000000,
            1000000000000000, 10000000000000000, 100000000000000000, 1000000000000000000
        };
        return pow10[n];
```

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44      }
45
46  }
47
```