

```
1 #pragma once
2 #define COMMONOPERATIONS_VERSION 1
3
4 #include <algorithm>
5 #include <stdint.h>
6
7 namespace SoilMath
8 {
9     inline uint16_t MinNotZero(uint16_t a, uint16_t b)
10     {
11         if (a != 0 && b != 0) { return (a < b) ? a : b; }
12         else { return (a > b) ? a : b; }
13     }
14
15     inline uint16_t Max(uint16_t a, uint16_t b)
16     {
17         return (a > b) ? a : b;
18     }
19
20     inline uint16_t Max(uint16_t a, uint16_t b, uint16_t c, uint16_t d)
21     {
22         return (Max(a, b) > Max(c, d)) ? Max(a, b) : Max(c, d);
23     }
24
25     inline uint16_t Min(uint16_t a, uint16_t b)
26     {
27         return (a < b) ? a : b;
28     }
29
30     inline uint16_t Min(uint16_t a, uint16_t b, uint16_t c, uint16_t d)
31     {
32         return (Min(a, b) > Min(c, d)) ? Min(a, b) : Min(c, d);
33     }
34
35     static double quick_pow10(int n)
36     {
37         static double pow10[19] = {
38             1, 10, 100, 1000, 10000,
39             100000, 1000000, 10000000, 100000000, 1000000000,
40             10000000000, 100000000000, 1000000000000, 10000000000000, 100000000000000,
41             1000000000000000, 10000000000000000, 100000000000000000, 1000000000000000000
42         };
43         return pow10[n];
44     }
```

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44     }  
45  
46 }  
47
```