


```
public void computeLevel() {  
    totalScore = perfectCurvesCounter * PERFECT_CURVE_BONUS + ...  
                - totalCrashes * SRC_TIME_MULTIPLIER;  
  
    ...  
    #ifdef ARENA (+  
    ...  
}
```

A diagram with a central circle containing a plus sign (+) next to the `#ifdef ARENA` line in the first code block. Two dashed lines originate from this circle: one points to the first code block in the bottom-left, and the other points to the second code block in the bottom-right.

```
NetworkFacade.setScore(totalScore);  
NetworkFacade.setLevel(getLevel());
```

```
public static void setScore(int s){  
    score = (s < 0) ? 0 : s;  
}
```