

```
glist_t glist_add_float32(glist_t g, float32 val){  
    gnode_t *gn;  
    gn = (gnode_t *) mymalloc (sizeof(gnode_t));  
    gn->data.float32 = val;  
    gn->next = g;  
    return ((glist_t) gn);  
}
```

```
glist_t glist_add_float64(glist_t g, float64 val){  
    gnode_t *gn;  
    gn = (gnode_t *) mymalloc (sizeof(gnode_t));  
    gn->data.float64 = val;  
    gn->next = g;  
    return ((glist_t) gn);  
}
```

Merged Function

```
glist_t merged(bool func_id,  
               glist_t g, float32 v32, float64 v64){  
    gnode_t *gn;  
    gn = (gnode_t *) mymalloc (sizeof(gnode_t));  
    if (func_id)  
        gn->data.float32 = v32;  
    else  
        gn->data.float64 = v64;  
    gn->next = g;  
    return ((glist_t) gn);  
}
```