

```
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 v1, float64 v0){
    gnode_t *gn;
    gn = (gnode_t *) mymalloc (sizeof(gnode_t));
    if (func_id)
        gn->data.float32 = v1;
    else
        gn->data.float64 = v0;
    gn->next = g;
    return ((glist_t) gn);
}
```