```
#[no_mangle]
#[export_name = "\x01snek_print"]
fn snek_print(val : i64) {
 if val == 3 { println!("true"); }
  else if val == 1 { println!("false"); }
  else if val % 2 == 0 { println!("{}", val >> 1); }
  else {
  println!("Unknown value: {}", val);
}
}
#[no_mangle]
#[export_name = "\x01snek_error"]
fn snek_error(code : i64) { ... }
fn parse_arg(v : &Vec<String>) -> i64 { ... }
fn main() {
    let args: Vec<String> = env::args().collect();
    let input = parse_arg(&args);
    let i : i64 = unsafe { our_code_starts_here(input) };
    print_value(i);
}
```