```
float trun_num(float num) {
         return num - (int)num;
src
      float trun num(float num) {
                                          BLEU: 73.3
                                          ES: 91.7
        return (int)num - (int)num;
Src<sub>1</sub>
                                          BLEU: 67.6
      float trun num(float num) {
                                          ES: 90.9
        return num - num;
```

float func(float x) {

float func(float f) {

int i = (int)f;

return f - i;

return x - int(x);

BLEU: 0.0

BLEU: 0.0

ES: 41.4

ES: 69.1

Src₂

Src₃