The long, boring way:

```
float bonus(char x)
{
    int v;

    if(x=='0')
    {
        v=0.33;
    }
    else if(x=='1')
    {
        v=1.50;
    }
    else
    {
        v=3.10;
    }
    return(v);
}
```

The long, boring way minus all the darn curly braces:

```
float bonus(char x)
{
    int v;

    if(x=='0')
        v=0.33;
    else if(x=='1')
        v=1.50;
    else
        v=3.10;
    return(v);
}
```

And, without the integer variable *v:*

```
float bonus(char x)
{
    if(x=='0')
        return(0.33);
    else if(x=='1')
        return(1.50);
    else
        return(3.10);
}
```