Harmonic Fixed

```
    main()
{
    float a, b, c, d, e, f, g, h, i, j, k, l, m, n, o, p;

    a = .5;
    b = 2.0;
    for (c = 2.0; c <= 1000000.0; c += 1.0) {
        for (d = 2.0; d <= c; d += 1.0) {
            e = (c * 2.0 + d - 3.0) / (c + d - 2.0);
            if (fabs(e-(3.0/2.0)<0.0001)) {
                f += 1.0;
            }
            if (fabs(e-(5.0/3.0)<0.0001)) {
                g += 1.0;
            }
            if (fabs(e-(7.0/4.0)<0.0001)) {
                h += 1.0;
            }
            if (fabs(e-(8.0/5.0)<0.0001)) {
                i += 1.0;
            }
            if (fabs(e-(9.0/5.0)<0.0001)) {
                j += 1.0;
            }
            if (fabs(e-(11.0/6.0)<0.0001)) {
                k += 1.0;
            }
            if (fabs(e-(11.0/7.0)<0.0001)) {
                l += 1.0;
            }
            if (fabs(e-(12.0/7.0)<0.0001)) {
                m += 1.0;
            }
            if (fabs(e-(13.0/7.0)<0.0001)) {
                n += 1.0;
            }
            if (fabs(e-(13.0/8.0)<0.0001)) {
                o += 1.0;
            }
            if (fabs(e-(14.0/9.0)<0.0001)) {
                p += 1.0;
            }
            if ((fabs(b-c)<0.0001) && (fabs(b-d)<0.0001)) {
                goto L220;
            }
L180:
            if ((fabs(b-c)<0.0001) && (fabs(b-d)<0.0001)) {
                a *= 2.0;
            }
            if ((fabs(b-c)<0.0001) && (fabs(b-d)<0.0001)) {
                b += a;
            }
        }
    }
L220:
     printf("%0.0f %0.0f %0.0f %0.0f %0.0f %0.0f %0.0f %0.0f %0.0f %0.0f %0.0f\n",f,g,h,i,j,k,l,m,n,o,p);
     goto L180;
}
```