```
cilk int fib(int n) {
  if (n < 2)
    return n;
  else {
    int x, y;
    x = spawn fib(n-1);
    y = spawn fib(n-2);
    synch;
    return (x + y);
  }
}
```

```
cilk int fib(int n) {
  int x = 0;
  inlet void plusReduce (int result)
    { x += result; return; }
  if (n < 2)
    return n;
  else {
    plusReduce(spawn fib(n-1));
    plusReduce(spawn fib(n-2));
    synch;
    return (x);
  }
}
```

Examples using Cilk.

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