

Übergabeart: "call by value"

```
float max_float(float, float);
```

```
int main( void )
```

```
{
  double b = 0.4, m;
```

```
  /* ... */
```

```
  m = max_float(- 0.5f, b);
```

```
  /* ... */
```

```
}
```



Umwandlung in
Typ des Parameters

-0.5f

(float) 0.4



```
float max_float(float a, float b)
```

```
{
```

```
  return( (a>b) ? a : b );
```

```
}
```



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```
float max_float();
```

```
int main( void )
```

```
{
  double b = 0.4, m;
```

```
  /* ... */
```

```
  m = max_float(- 0.5f, b);
```

```
  /* ... */
```

```
}
```

-0.5f

Argument-
Erweiterung

(double) -0.5f



```
float max_float(a, b)
```

```
float a, b;
```

```
{
  return( (a>b) ? a : b );
```

```
}
```

