

Übergabeart: "call by value"

```
float max_float();
```

```
int main( void )
```

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

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

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

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

```
}
```

-0.5f

Argument-
Erweiterung

(double) -0.5f

Datei 1

Datei 2

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

```
{
```

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

```
}
```

