

```
Start
Init val1
Init val2
Init val3
Init result

Read val1
Read val2
Read val3

if (val1 >= val2)
Then
  if (val2 >= val3)
    result = "val1 + val3 + val2"
  else
    result = "val1 + val2 + val3"
  else
    if (val2 >= val3)
      then
        result = "val3 + val2 + val1"
      else
        result = "val2 + val3 + val1"
    end if
end if

Print result
Stop
```

