Atividade 24

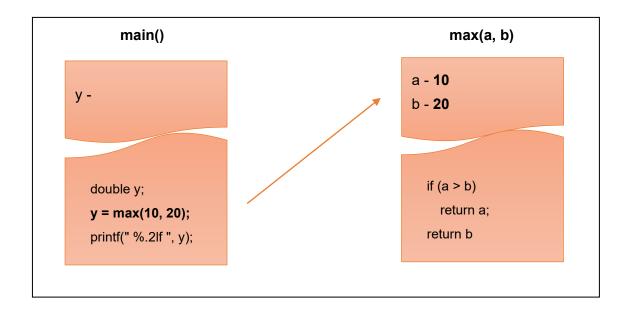**main()**

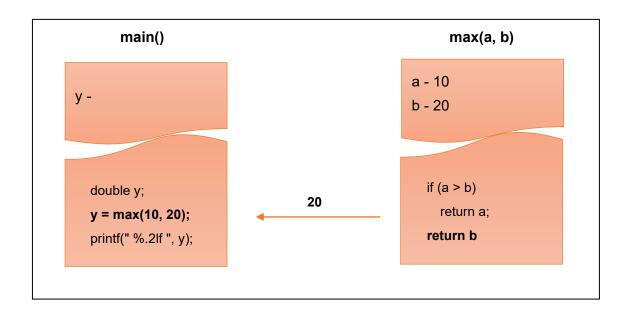y -

double y;
y = max(10, 20);
printf(" %.2lf ", y);

main()

y -

double y;
y = max(10, 20);
printf(" %.2lf ", y);

max(a, b)

a - **10**
b - **20**

if (a > b)
    return a;
return b

main()   **max(a, b)**

y -   a - 10
                              b - 20

double y;   if (a > b)
y = max(10, 20);   ← 20   return a;
printf(" %.2lf ", y);   **return b**

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main()

y -   **20**

double y;
y = max(10, 20);
printf(" %.2lf ", y);