

```
program {  
  def int a ;  
  def int b ;  
  def int c ;  
  def int max = 0 ;  
  check ( a > b ) then  
    check ( a > c ) then  
      max = a ;  
    else  
      max = c ;  
  else  
    check ( b > c ) then  
      max = b ;  
    else  
      max = c ;  
  print ( max ) ;  
}
```