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REAL KINETIC

YOUR POTENTIAL REALIZED


```
foldlInt max 0 [1,2,3] == 3
```

```
-- We give it the builtin max function  
-- that is a more generic version of:
```

```
max : Int -> Int -> Int
```

```
max x y = if x > y then x else y
```

What if we use the
max function?