

```
fun max_of_3(first: &num, second: &num, third: &num) -> num {  
    max_num: num = first;  
  
    if(second > max_num)  
        max_num = second;  
  
    max_num = third > max_num ? max_num = third : max_num;  
  
    ret max_num;  
}
```