using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

namespace Library\_1

{

 public class MyClass

 {

 public static void ArrangeGrow(ref double a, ref double b)

 {

 double temp = 0;

 if (a > b)

 {

 temp = b;

 b = a;

 a = temp;

 }

 }

 }

}