using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using Library\_1;

namespace MyLibrary

{

class Program

{

static void Main(string[] args)

{

var rnd = new Random();

double a = 0, b = 0;

for (int i = 0; i < 20; i++)

{

a = rnd.NextDouble(0.1, 20);

b = rnd.NextDouble(0.1, 20);

Console.Write("ArrangeGrow({0:f2}, {1:f2}): ", a, b);

MyClass.ArrangeGrow(ref a, ref b);

Console.WriteLine("{0:f2}, {1:f2}", a, b);

}

Console.ReadKey();

}

}

}