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();

 }

 }

}