# Passing Parameters to a Function

**The goal for this exercise** is to make sure that you can create and use basic functions, and that you can pass information to those functions using parameters/arguments.

**What you need to do for this exercise:**  In the starter project, fill in the Basic\_Parameters.RunExercise method. This method will call a method named displayMax() (located on the same class). *displayMax* needs to be changed so that it accepts two integer parameters, and it prints out the value of the larger of the two integer parameters. You will also need to modify code in Basic\_Parameters.RunExercise to actually pass those two parameters to the method. You will find a skeleton of the *displayMax()* in provided starter project

Call this function from RunExercise, passing two integer arguments to it. Verify that the larger of the two is displayed when the program runs. Make sure to test your function using several different values (positive, negative, zero, etc, etc). One interesting (but not required) way to test this is to get the integer arguments from the user, which would allow you to test out a bunch of different numbers without having to write a lot of code.