

```
#include<iostream>
```

```
using namespace std;
```

```
int main(){  
    int a=10;  
    //必须要初始化  
    int& b=a;  
    cout<<a<<endl;  
    cout<<b<<endl;  
  
    b=100;  
    cout<<a<<endl;  
    cout<<b<<endl;  
  
    //引用在初始化后，不可以改变  
    int c=1000;  
    b=c; //赋值操作,而不是更改  
    cout<<a<<endl;  
    cout<<b<<endl;  
    cout<<c<<endl;  
}
```