Question 1

functions

Assuming that all necessary headers have been included and all required symbols are in the standard namespace, do the following:

- Write the prototype and definition for a function named `max` that accepts two `float`s and returns the largest as a `float`.

```
float max(float, float);

float max(float a, float b) {
    if (a > b)
        return a;
    else
        return b;
}
```

- Write the prototype and definition for a function named `change` that accepts two `int`s, both passed by reference, sets the value of each to twice its original value, and returns `void`.

```
void change(int &, int &);

void change(int & a, int & b) {
    a *= 2;
    b *= 2;
}
```

- Write a short `main()` and indicate its output. Your `main()` must begin with `int a = 2, b = 1;` and accomplish the following:
    - Output the value of `max` called with the arguments `a` and `b`, followed by a newline.
    - Call `change` with the arguments `a` and `b`.
    - Output the values of `a` and `b`, separated by whitespace.

```
int main() {
    int a = 2, b = 1;
    cout << max(a, b) << endl;
    change(a, b);
    cout << a << " " << b;
    return 0;
}
```

Output
```
2
4 2
```