*Notes 10/18*

Things are packaged in C++ into header files (the “interface”) and the .cpp file (the “implementation”). You need both because without one the other won’t run, this is especially important for project 3.

To use functions such as sqrt and power you have to include cmath by typing *#include <cmath>* at the beginning of your program. It also gives you a lot of other common math terms (look up on page 95 in savitch).

If you call a function and initialize a new variable, but put an & sign after the declaration, you are essentially declaring a new name for the same value. Ex:

*Void exchange(int& m, int& n)*

would copy the values of m and n from what was declared in this function the time it was called previously. This is called “pass-by-reference” because it looks at previous values used in the function and assigns new variables to the same values. If you make a change to the new variables declared, it will also change the old variables – this is important! It lets you go back and change stuff in your program later if the program calls for it.