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| **#include<iostream>**  **using namespace std;**  **int a = 1, b = 2;**  **int Foo(int, int = 222);**  **void Do(int&, int&);**  **int main()**  **{**  **int a = 11, b = 22;**  **cout << Foo(a) << endl;**  **cout << Foo(a, b) << endl;**  **cout << "a = " << a << " b = " << b << endl;**  **Do(a, b);**  **cout << "a = " << a << " b = " << b << endl;**  **system("pause");**  **return 0;**  **}**  **int Foo(int c, int d)**  **{**  **a = 111;**  **return c + d;**  **}**  **void Do(int& a, int& b)**  **{**  **int temp = a;**  **a = b;**  **b = temp;**  **}**  **233**  **33**  **a = 11 b = 22**  **a = 22 b = 11** | **#include<iostream>**  **using namespace std;**  **int a = 1, b = 2;**  **int Foo(int, int = 222);**  **void Do(int&, int&);**  **int main()**  **{**  **cout << Foo(a) << endl;**  **cout << Foo(a, b) << endl;**  **cout << "a = " << a << " b = " << b << endl;**  **Do(a, b);**  **cout << "a = " << a << " b = " << b << endl;**  **system("pause");**  **return 0;**  **}**  **int Foo(int c, int d)**  **{**  **a = 111;**  **return c + d;**  **}**  **void Do(int& a, int& b)**  **{**  **int temp = a;**  **a = b;**  **b = temp;**  **}**  **223**  **113**  **a = 111 b = 2**  **a = 2 b = 111** | **#include<iostream>**  **using namespace std;**  **int a = 1, b = 2;**  **int Foo(int, int = 222);**  **void Do(int&, int&);**  **int main()**  **{**  **int a = 11, b = 22;**  **cout << Foo(a) << endl;**  **cout << Foo(a, b) << endl;**  **cout << "a = " << a << " b = " << b << endl;**  **Do(a, b);**  **cout << "a = " << a << " b = " << b << endl;**  **system("pause");**  **return 0;**  **}**  **int Foo(int c, int d)**  **{**  **int a = 111;**  **return c + d;**  **}**  **void Do(int& a, int& b)**  **{**  **int temp = a;**  **a = b;**  **b = temp;**  **}**  **233**  **33**  **a = 11 b = 22**  **a = 22 b = 11** |

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| **#include<iostream>**  **using namespace std;**  **int a = 1, b = 2;**  **int Foo(int, int = 222);**  **void Do(int&, int&);**  **int main()**  **{**  **cout << Foo(a) << endl;**  **cout << Foo(a, b) << endl;**  **cout << "a = " << a << " b = " << b << endl;**  **Do();**  **cout << "a = " << a << " b = " << b << endl;**  **system("pause");**  **return 0;**  **}**  **int Foo(int c, int d)**  **{**  **int a = 111;**  **return c + d;**  **}**  **void Do()**  **{**  **int temp = a;**  **a = b;**  **b = temp;**  **}**  **223**  **3**  **a = 1 b = 2**  **a = 2 b = 1** | **#include<iostream>**  **using namespace std;**  **int a = 1, b = 2;**  **int Foo(int, int = 222);**  **void Do(int&, int&);**  **int main()**  **{**  **cout << Foo(a) << endl;**  **cout << Foo(a, b) << endl;**  **cout << "a = " << a << " b = " << b << endl;**  **Do(a, b);**  **cout << "a = " << a << " b = " << b << endl;**  **system("pause");**  **return 0;**  **}**  **int Foo(int a, int b)**  **{**  **a = 111;**  **return a + b;**  **}**  **void Do(int& a, int& b)**  **{**  **int temp = a;**  **a = b;**  **b = temp;**  **}**  **333**  **113**  **a = 1 b = 2**  **a = 2 b = 1** | **#include<iostream>**  **using namespace std;**  **int a = 1, b = 2;**  **int Foo(int, int = 222);**  **void Do(int&, int&);**  **int main()**  **{**  **int a = 11, b = 22;**  **cout << Foo(a) << endl;**  **cout << Foo(a, b) << endl;**  **cout << "a = " << a << " b = " << b << endl;**  **Do(a, b);**  **cout << "a = " << a << " b = " << b << endl;**  **system("pause");**  **return 0;**  **}**  **int Foo(int a, int b)**  **{**  **a = 111;**  **return a + b;**  **}**  **void Do(int& a, int& b)**  **{**  **int temp = a;**  **a = b;**  **b = temp;**  **}**  **333**  **133**  **a = 11 b = 22**  **a = 22 b = 11** |