

③ Return to `main` function

Main memory

main	
int a	10
int b	5
swapByValue	
int* pa	&a
int* pb	&b
int temp	5

swapByValue
frame is
erased

```
void swapByValue(int* pa, int* pb);
```

```
int main(void) {  
    int a = 5, b = 10;
```

```
    swapByValue(&a, &b);
```

```
    return 0;
```

```
}
```

```
void swapByValue(int* pa, int* pb) {  
    int temp = *pa;  
    *pa = *pb;  
    *pb = temp;  
}
```