

Übergabeart: "call by value" (Wertübergabe)

```
void swap(float, float);
```

```
int main( void )
```

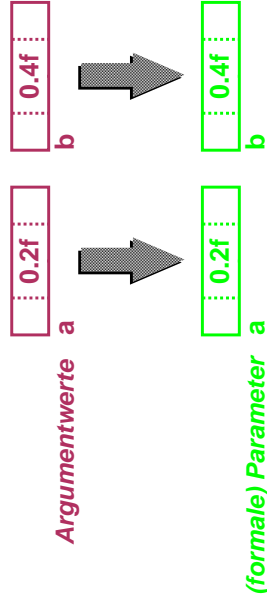
```
{
    float a = 0.2f, b = 0.4f;
```

```
    /* ... */
```

```
    swap(a, b);
```

```
    /* ... */
```

```
}
```



```
void swap(float a, float b)
```

```
{
```

```
    float temp;
```

```
    temp = a;
```

```
    a = b;
```

```
    b = temp;
```

```
    return;
```

```
}
```

Übergabeart: "call by reference"

```
void swap(float *, float *);
```

```
int main( void )
```

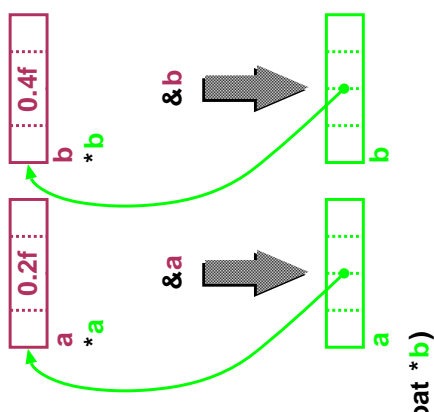
```
{
    float a = 0.2f, b = 0.4f;
```

```
    /* ... */
```

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

```
    /* ... */
```

```
}
```



```
void swap(float *a, float *b)
```

```
{
```

```
    float temp;
```

```
    temp = *a;
```

```
    *a = *b;
```

```
    *b = temp;
```

```
    return;
```

```
}
```