

LAB 4

PART 1 – Code Analysis

Which is passed by value and which by reference?

int val - passed by value

int* ptr - passed by reference (because we send the address using &beta)

Why?

When we call `processData(alpha, &beta);`

Alpha is copied into val and &beta gives the computer memory address of beta

Final value of alpha is 20 because it copied only the copy of alpha it doesn't change alpha in main.

Final value of beta is 30 because it passes the address