

Functions with pointers

Make a program that reads 3 integers between 0 and 100 and then displays them in ascending order. The 3 integers that are read from the user **must** be stored in variables declared in the **main** function.

- **readThreeInts(...)**
 - Parameters: 3 int-pointers, int min, int max
 - For each of the 3 parameters:
 - Read an integer from the user, by using **readInt**(string message, int min, int max)
 - Store the integer in the integer variable pointed to by the pointer parameter
- **swapInts(...)**
 - Parameters: 2 int-pointers
 - Swap the two variables pointed to by the pointer parameters
- **sortThreeInts(...)**
 - Parameters: 3 int-pointers
 - Declare an array of 3 int-pointers.
 - Copy each parameter into the corresponding array element
 - Sort the integer variables pointed to by the pointers in the array, in ascending order
 - Use the **swapInts(...)** function whenever you need to change the order
- **displayThreeInts(...)**
 - Parameters: 3 int-pointers
 - Display each of the integers pointed to by the pointer parameters, in the console
- **main()**
 - Declare 3 int variables
 - Using **readThreeInts(...)**, read 3 integers from the user and store them in the 3 variables
 - Using **displayThreeInts(...)**, display the 3 integers in the console
 - Using **sortThreeInts(...)**, sort the 3 integers
 - Using **displayThreeInts(...)**, display the 3 integers in the console