```
void fun() {
     cout << "hi" << endl;
}
int main() {
     fun();
}
```

```
void fun();   ← prototype
int main() {
     fun();
}
void fun() {
     cout << "hi" << endl;
}
```

```
void fun( int );
int main() {
     int x = 5;
     fun( x )
     cout << x << endl;    pass value
}
void fun( int x)
     cout <<  x  << endl;
     x = 10;
}
```

```
void fun( int & );
int main() {
     int x = 5;            x: | 5 |
     fun( x )
     cout << x << endl.,
}
void fun( int & y)        y:
     cout << y << endl;
}    y = 10;
```

```
int  x = 10;              want
int  y = 5;             | x < y |

if ( x > y ) {
     int tmp = x;
     x = y;
     y = tmp;
Swap(x,y);   }
}
```

```cpp
void swap ( int &a, int &b) {
    int tmp = a;
    a = b;
    b = tmp;
}
```
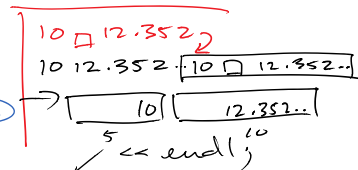
I/o   #include <iostream>

cin — keyboard
cout — screen
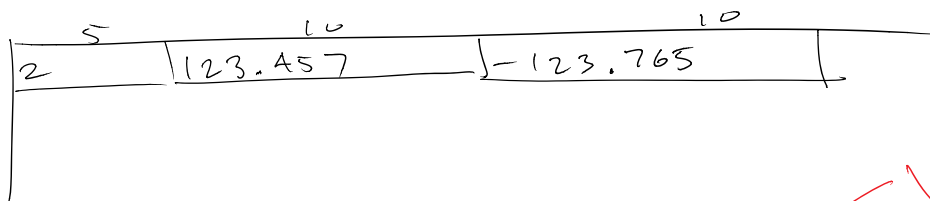cerr — screen

```cpp
int x;
double y;

cin >> x;
cin >> y;

cout << x << y;
cout << x << " " << y;
cout << endl;
cout << setw(5) << x
        << setw(10) << y << endl;
```

10 12.352
10 12.352. 10 □ 12.352.
    10   12.352..
5   10
<< endl;

#include <iomanip>

```cpp
cout << setprecision(1);
cout << y << endl;        12.4
cout << 15.163 << endl;   15.2
```

new
```cpp
cout << setw(5) << left << 2
        << setw(10) << setprecision(3)
        << 123.4567  << setw(10)
        << -123.7654 << endl;
```

    5   10   10
2   123.457   -123.765

\n

printf ("%d $\square$ %7.2f\n", 2, 123.457)

decimal

2 $\square$	123.46

myObj x';

cout << x;