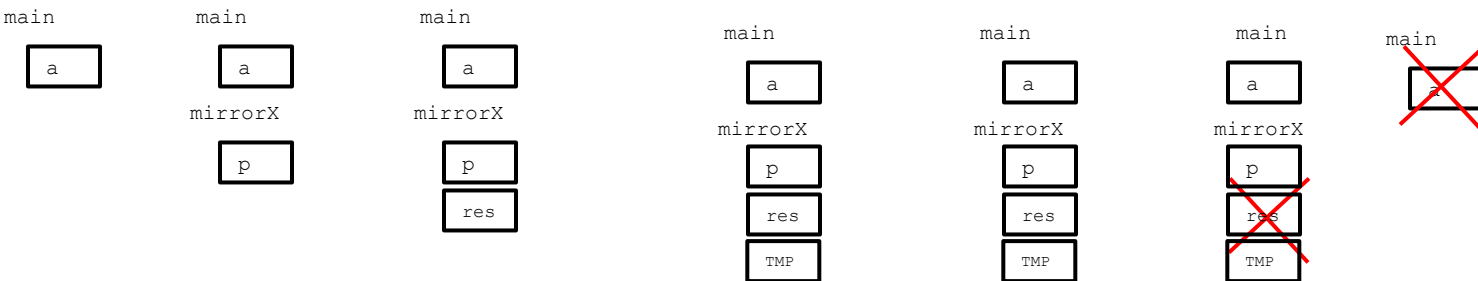
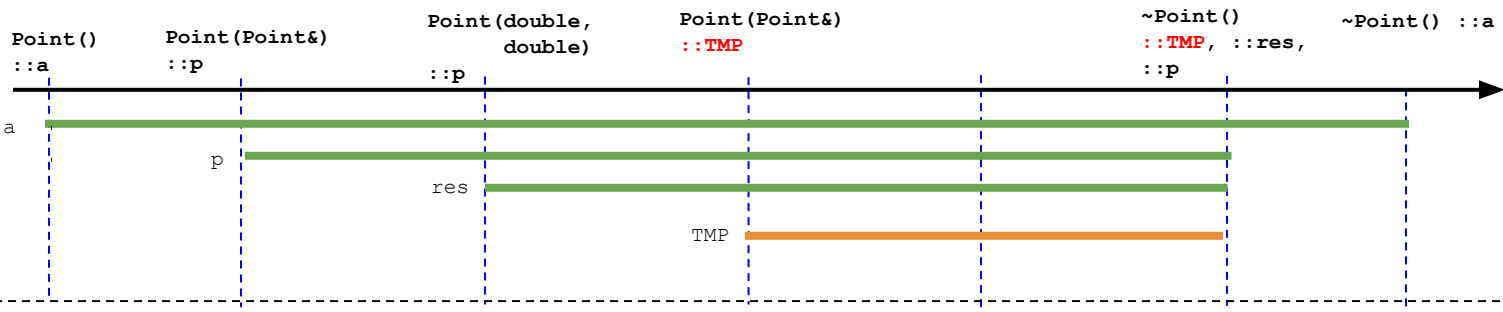


```

Point
a (5,5);          ...=          Point res          return res;          }//mirrorX          a = TMP;          }//main
mirrorX(a);        (...)
```



```

Point mirrorX (Point p)
{
    Point res (p.x,-p.y);
    return res;
}

void main ()
{
    Point a (5,5);
    a = mirrorX (a);
}
```