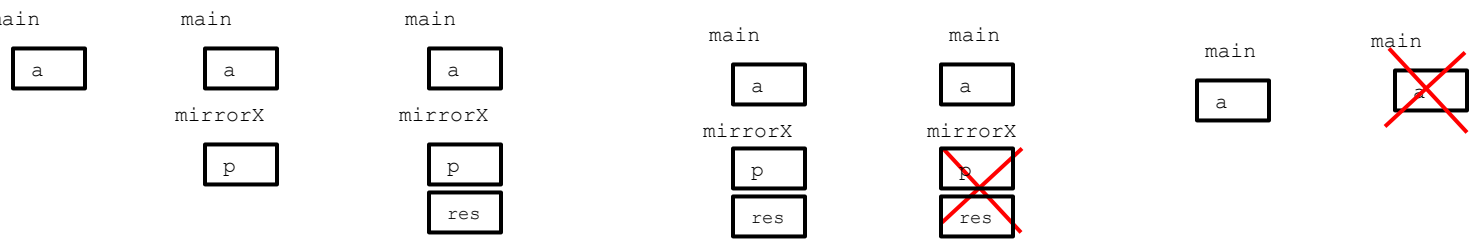
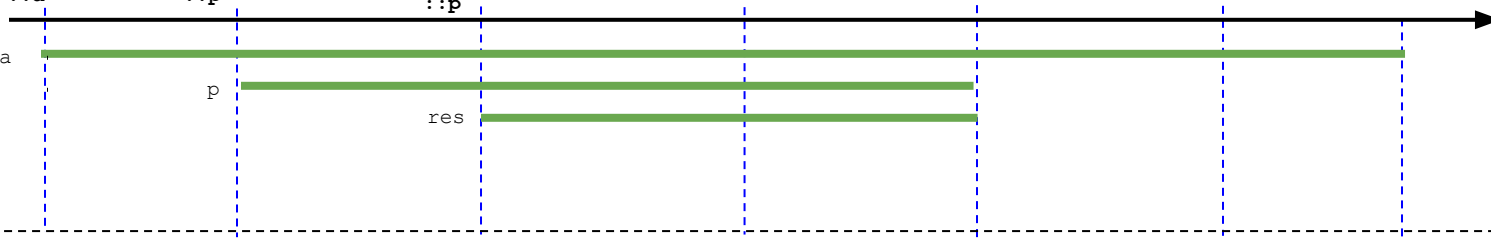


```

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

```

Point() ::a
 Point(Point&) ::p
 Point(double, double) ::p
 Point(Point&) ::TMP
 ~Point() ::res, ::p
 ~Point() ::a



```

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

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

```