10/26/16 Assembly

Class Notes

Overview

* Finishing up functions
  + Passing arguments by value
  + Passing arguments by reference
  + Recursion

Functions

* C++
  + Pass by value
    - Def) We are passing the value of the variable (read only) and as such, cannot change the variable’s value outside of the function.
  + Ex) Int mystery (int x, int y){

x = 5;

return x+y;

}

* + Output:
    - a = 10, b = 5
    - Mystery(a, b)
    - cout <<a <<endl;
  + Pass by reference
    - Def) We pass the address /pointer of our variable, and our function dereferences the address/pointer to get the value at the address
    - Allows us to change the value
  + Ex) Int mystery (int&x, int y){

x = 5;

return x+y;

}

* + Output:
    - a = 10, b = 5
    - Mystery(a, b)
    - cout <<a <<endl;