

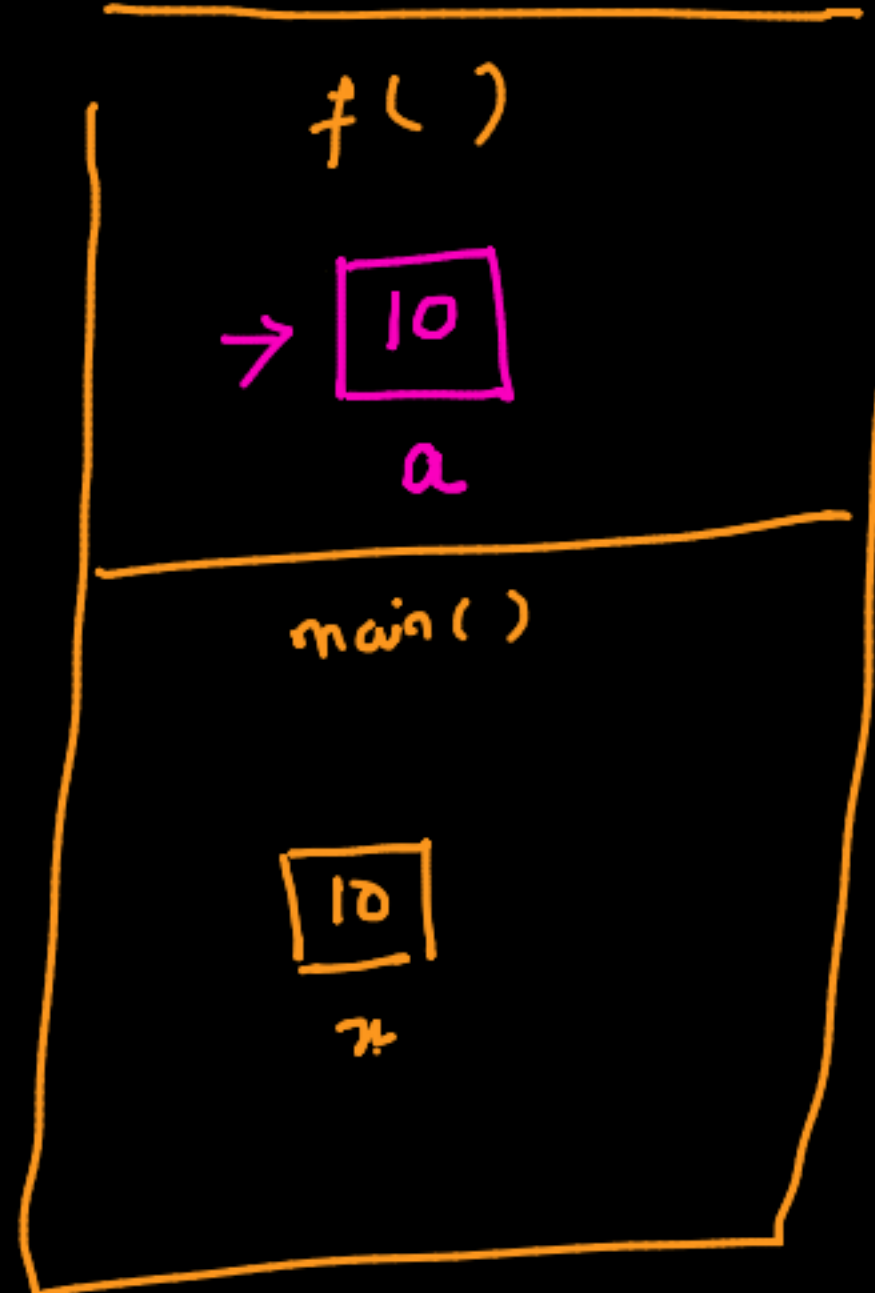
[Call By Value]

→ Pass arguments to fn

[Copying happens]
Call By Value

```
int f(int a) {
    // ...
}
```

```
int main() {
    int x = 10;
    f(x);
}
```



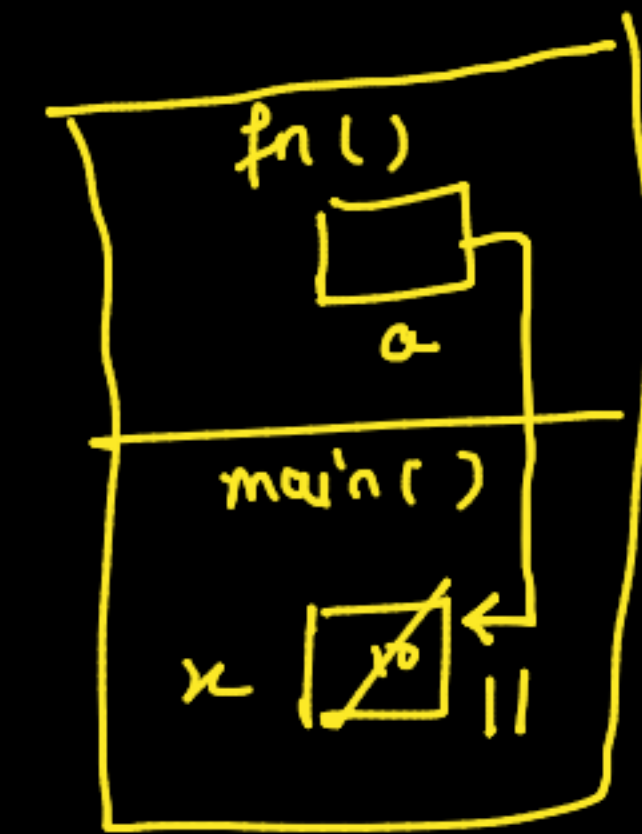
void fn(int a) { it is a reference variable

cout << a; → 10

a++; →

cout << a; → 11

pass by reference

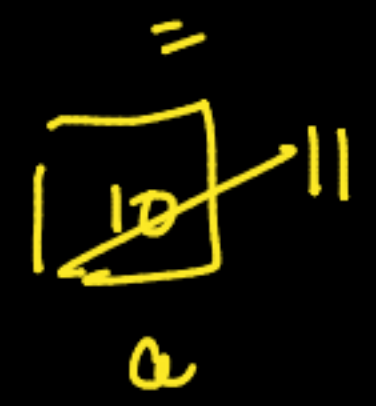


int

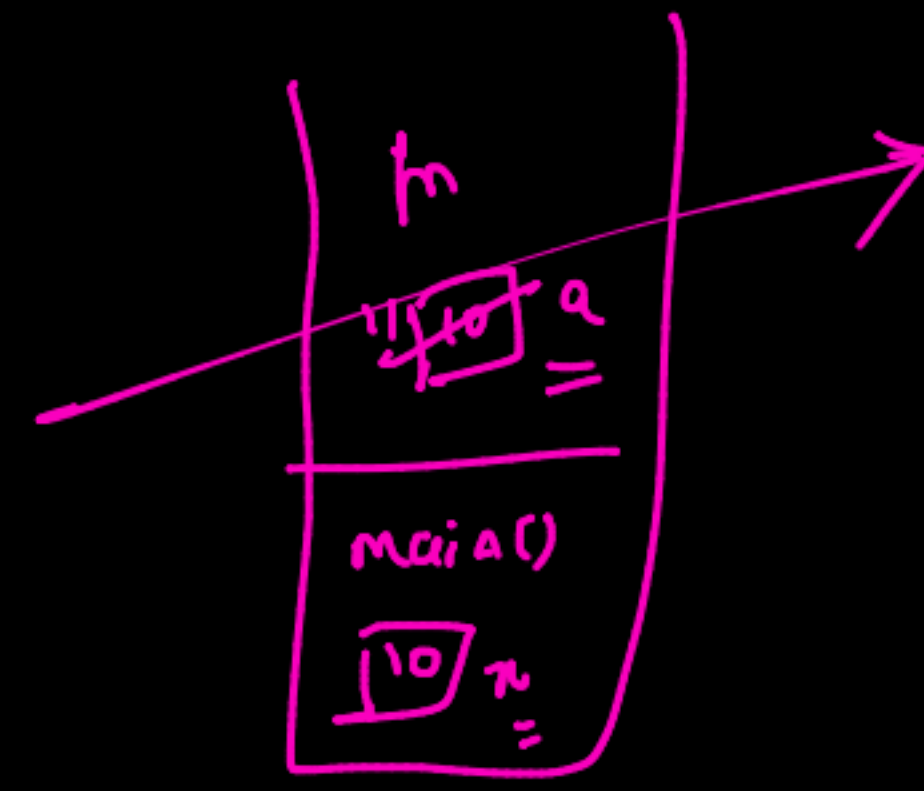
```
main() {
    int x = 10;
    fn(x);
}
```

cout << x; → 11

```
int fn(int a) {
    cout << a; ← 10
    a++; ←
    cout << a; ← 11
}
```



```
int main() {
    int x = 10;
    fn(x);
    cout << x; → 10
}
```



fn(x) → int & a