

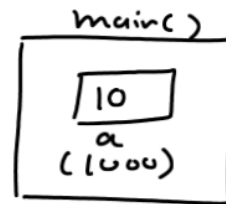
```
#include <iostream.h>
#include <conio.h>
void increment(int);
int main()
```

```
{
✓ int a=10;
  clrscr();
  cout<<"Before incrementing a="<<a<<endl;
```

```
  increment(a); ==> increment(10)10
  cout<<"After incrementing a="<<a<<endl;
  return 0;
```

```
}
void increment(int a)
{
  a=a+1;
}
```

PASS BY VALUE

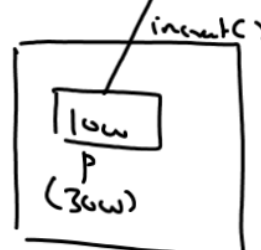


```
#include <iostream.h>
#include <conio.h>
void increment(int*);
int main()
```

```
{
✓ int a=10;
  clrscr();
  cout<<"Before incrementing a="<<a<<endl;
  increment(&a); ==> increment(1000)10
  cout<<"After incrementing a="<<a<<endl;
  return 0;
```

```
}
void increment(int *p)
{
  *p=*p+1;
}
```

PASS BY ADDRESS !



```
#include <iostream.h>
```

```
#include <conio.h>
```

```
void increment(int &);
```

```
int main()
```

```
{
```

```
    int a=10; ✓
```

```
    clrscr();
```

```
    cout<<"Before incrementing a="<<a<<endl;
```

10

```
    increment(a);
```

```
    cout<<"After incrementing a="<<a<<endl;
```

11

```
    return 0;
```

```
}
```

```
void increment(int &p)
```

```
{
```

```
    p=p+1;
```

```
}
```

Pass By Reference

Logical View



```
class Student
```

```
{
```

```
    int roll;
```

```
    char grade;
```

```
    float pr;
```

```
public:
```

```
    Student ( ); } New Parameterized const
```

```
✓ Student (int, char, float);
```

```
- Student (int, char);
```

```
Student (Student &); } Copy Const
```

```
Student (Student *); } Parameter Const
```

```
Student (int &);
```

```
};
```

Parameterized Const

```
class Emp
{
    int age;
    char name[20];
    float sal;
public:
    Emp(Emp&); // COPY CONSTRUCTOR
    Emp(); // NON PARAMETRIZED CONSTRUCTOR
    Emp(int, char *, float); // PARAMETRIZED CONSTRUCTOR
    Emp(int, float); // PARAMETRIZED CONSTRUCTOR
    Emp(char*, float); // PARAMETRIZED CONSTRUCTOR
    ....
};
```