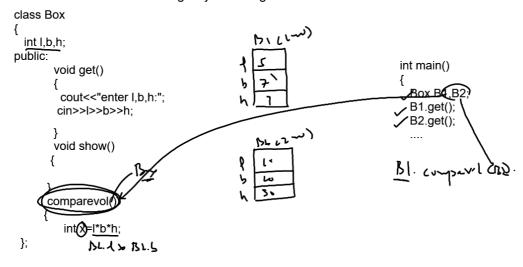
Passing Object As Argument To Member Functions



Just like we can pass variables as argument to member functions, similarly we also can pass objects as argument to member functions.

This usually happens when we have a member function which has to operate on multiple object at the same time.

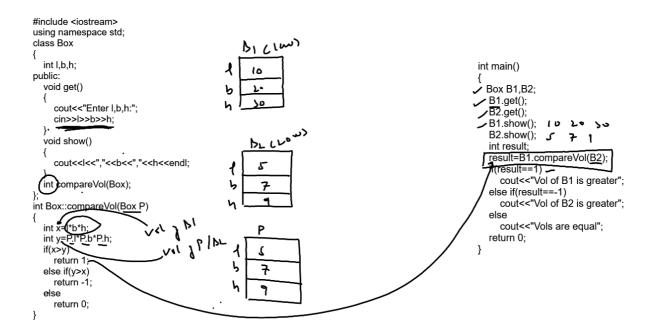
For ex: Suppose we have a class called Box with 3 data members called I,b,h and we have created 2 objects of the Box class called B1 and B2 in the function main(). Now we want to compare the volumes of the objects B1 and B2.

To do this we will have to define a member function called compareVolume() in the Box class. Now one of the object i.e. B1 will call this member function while the second object i.e. B2 will have to be passed as argument, because for comparison both the objects must be available in te member function compareVolume() at the same time.

So in general we can say that if a member function needs to work on 'n' objects at the same time then it requires 'n-1' objects a argument.

Also just like we have 3 ways of passing variables as argument, same 3 ways are also present for passing objects as argument and they are:

- 1. Passing object by value
- 2. Passing object by address
- 3. Passing objetc by reference



| | STYLE | Memy | Fn Call |
|---|--------------|------|---------|
| O | Pan By Value | 36 B | L1 |
| | | | |
| | | | |
| | | | |