Call by Reference

- Actual parameters are passed as reference
- Formal parameters can directly access actual parameters
- Function call is converted into inline function, if not possible it will become call by address
- Reference don't take extra memory
- Syntax is same as Call by Value except, formal parameters are reference

```
Void swap(int &a, int &b)
{
        int temp;
        temp=a;
        a=b;
        b=temp;
}

Int main()
{
        int x=10, y=20;

        swap(x,y);
        cout<<x<<y;
}
```

Call by Address

- Address pf actual parameters are passed.
- Formal parameters must be pointers
- Formal parameters ca indirectly access actual parameters.
- Changes done using formal parameters will reflect in actual parameters

```
Void swap(int *x, int *y)
{
        int temp;
        temp=*x;
        *x=*y;
        *y=temp;
}

Int main()
{
        int a=10, b=20;

        swap(&a,&b);
        cout<<a<<b;
}
```