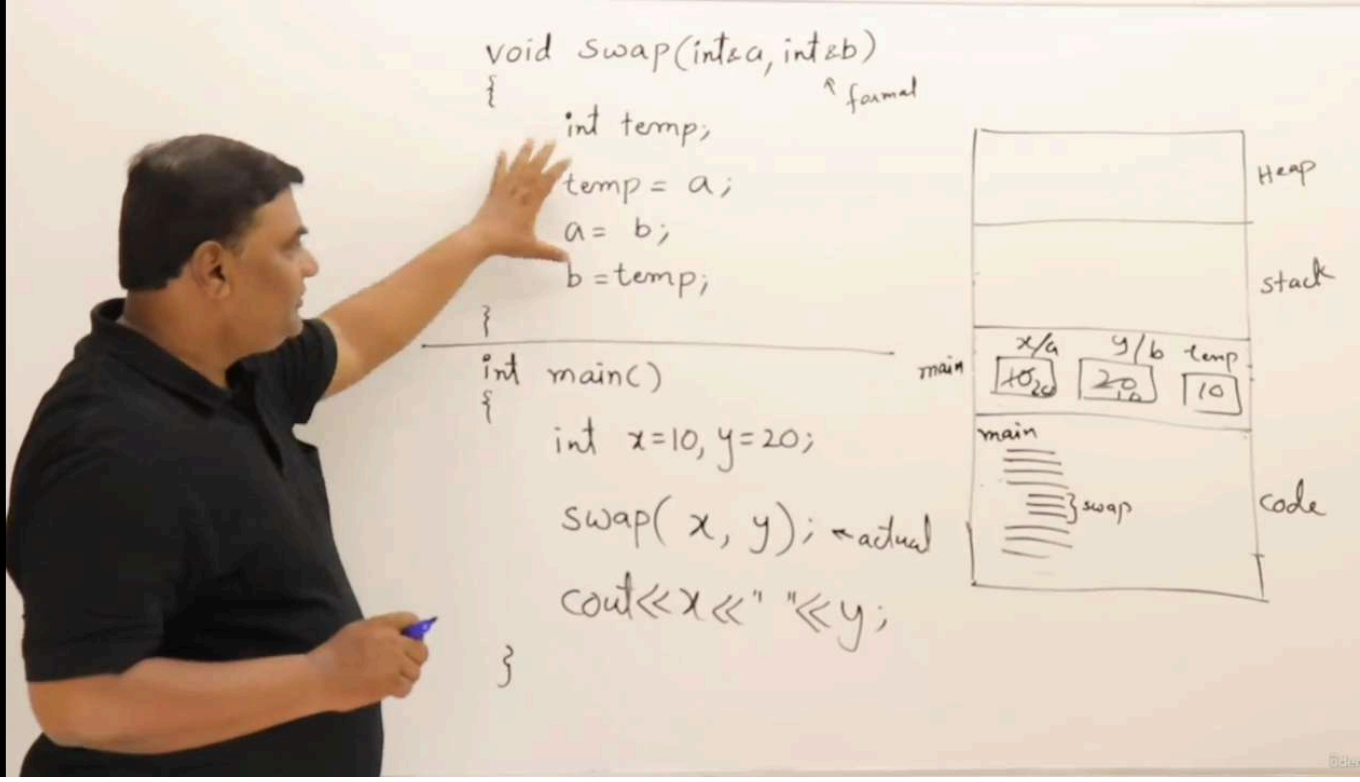
void swap(int&a, int&b)
{
int temp;
temp = a;
a= b;
b =temp;
}
int main()
{
int x=10, y=20;
swap(x, y); ← actual
cout<<x<<" "<<y;
}
↑ formal
Heap
stack
x/a
y/b
temp
10
main
main
swap
code

Parameter Passing - FAQ

- **How Call by Reference works?**

In call by reference, complier **may** make a function as inline. The machine code of the function **may** be copied at the place of function call.

Or

Compiler **may** convert reference into a constant pointer.

(constant pointer: a pointer is initialised once and cannot be changed)

- **What happens, If one parameter is reference and another pointer?**

Obviously, function will not become an inline function. Compiler will convert a reference into constant pointer.