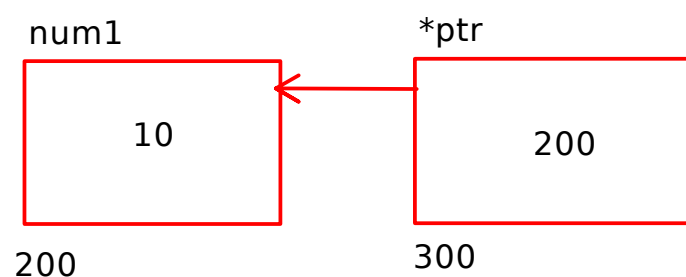
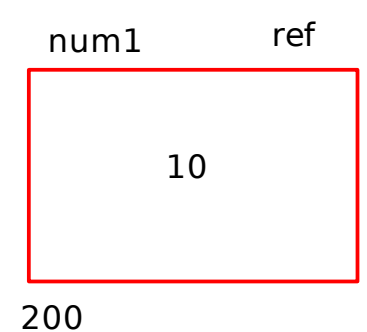


pass by value



pass by address

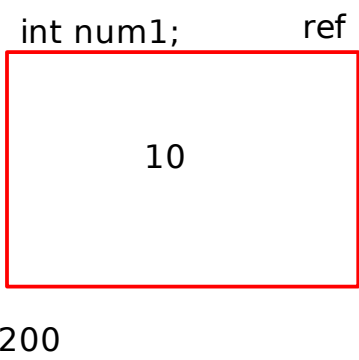


&num1 -> 200

&ptr -> 300

num1 -> valueat(200)

```
void changeNum1(int &num1){  
}
```



```
int num1;  
  
int *ptr;  
  
int &ref = num1;
```

