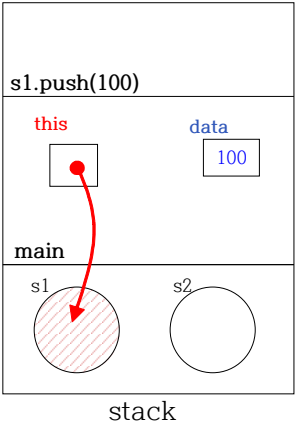
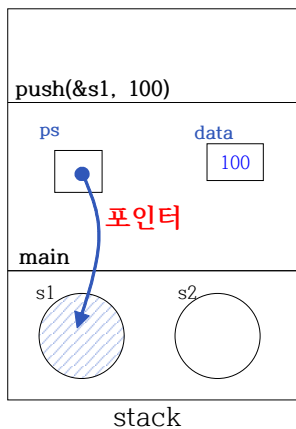


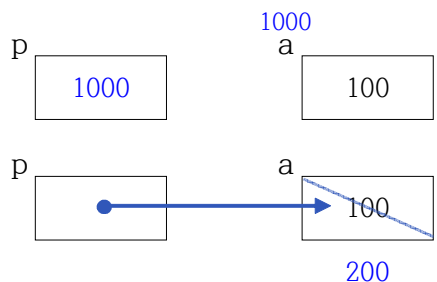
push(&s1, 100)



복사생성자 pointer vs reference

포인터 - 주소값 저장 변수
&변수
*포인터

& 뒤에 변수
* 뒤에 포인터



```
int a;
int* p;

a = 100;
p = &a;
*p = 200;

printf("%d", a);
```

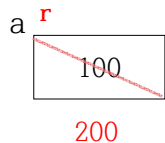
aliasing 별칭, 별명

```
int a;
int &r = a;

a = 100;
r = 200;

cout << r;
```

aliasing 은 반드시 초기화 해줘야함

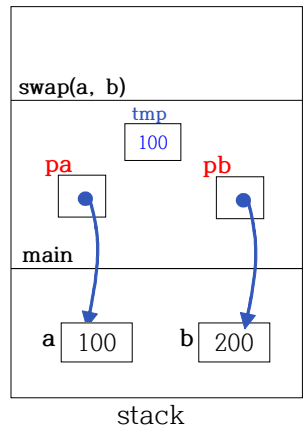
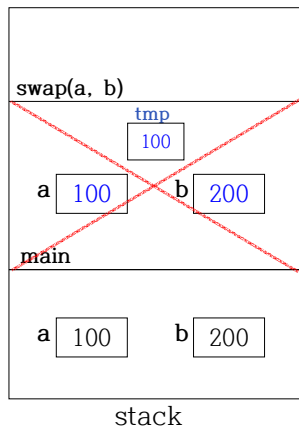


일반변수처럼 사용

swap

```
int a = 100;
int b = 200;
swap(&a, &b); // swap(a, b);

// void swap(int a, int b)
void swap(int *pa, int *pb)
{
    int tmp = *pa; // int tmp = a;
    *pa = *pb;     // a = b;
    *pb = tmp;     // b = tmp;
}
```



⇒ call-by-value

call-by-reference

```
swap(a, b);
void swap(int &ra, int&rb)
{
    int tmp = ra;
    ra = rb;
    rb = tmp;
}
```

