- 1. Consider the following program written in a syntax. Write the values of the variables for each parameter passing method.
 - a. passed by value. (original value unchanged)

 Swap #1 → Value = 2, list [5] = §1,3,5,7,93

 Swap #2 → (same as above)

 Swap #3 → (same as above)
 - b. passed by reference (argument references are passed)

 Swap #1 \rightarrow value = 1, list = {2,3,5,7,9}

 Swap #2 \rightarrow value = 1, list = {3,2,5,7,9}

 Swap #3 \rightarrow value = 2, list = {3,1,5,7,9}
 - C passed by value-result (acts similar to pass-by-reference)

 Swap #1 -> value = 1, list = 12,3,5,7,9 {

 Swap #2 -> value = 1, list = {3,2,5,7,9 }

 Swap #3 -> value = 2, list = {1),1,5,7,9}
 - d. Python, pass-by-object (acts as pass-by-value for immutables)

 Swap #1 -> value = 2, list [S] = {1, 7.5.7.9}

 Swap #2 -> (game as above)

 Swap #3 -> (same as above)
- 2. Consider the following program. For each parameter passing method, write the values of list after calling fun().
 - a. passed by value. (original value unchanged)

 list = {1,3}
 - b. passed by reference (argument references are passed)

 list = {2,63
 - C. passed by value-result (acts similar to pass-by-reference)

 List = 12,61
 - d. Rython, pass-by-object (acts as pass-by-value for immutables)

 list = [1, 3]