Lecture 16: Call by value and call by refrence.

 # Call by value:

- Call by value is a method in c++ to pass the value to the function argument

- In case of call by value the copies of actual parameter are sent to the formal parameter.

- Means if we change the value inside the function that will not affect actual value.

 # Call by pointer:

- A call by pointer is a method in c++ to pass the values to the function arguments.

- In case of call by pointer, the address of actual parameter is sent to the formal parameter, which means that if we change the value inside the function that will affect the actual value.

 # Call by refrence:

- call by refrence is method in c++ to pass the values to function arguments

- In case of call by refrence by refrence, the refrence of actual parameter is sent to formal parameter.

— Means if we change the value inside the function that will affect the actual values.

Lecture 17: Inline functions, Default arguments and constant.

Inline function:

— Inline function are used to reduce the function call. when one function is being called multiple times in the program it increase the execution time.

— Inline function is used to reduce time and increase efficiency.

— If the inline function is being used when the function is called, the inline function expand the whole function code at the point of a function call, instead of running the function.

★- It is used when the function is small otherwise it will not perform well.

★- It is not recommended when state Variable are used.

Default Argument :

- Default argument are those value which are used by the function if we do not input our value

- It is recommended to write default argument after the other argument

Constant argument :

- Constant argument are used when we don't want to change or modify function value.

e.g

```
int strlen (const char *p) {
}
```