

Lab-2

```
#include <stdio.h> -
```

```
void swap (int *x, int *y)  
{
```

```
    int t;
```

```
    t = *x;
```

```
    *x = *y;
```

```
    *y = t;
```

```
}
```

```
int main()
```

```
{
```

```
    int num1, num2;
```

```
    printf("Enter the 2 numbers to be swapped in");
```

```
    scanf("%d%d", &num1, &num2);
```

```
    printf("Number before swapping: %d in", num1);
```

```
    printf("Number2 before swapping %d in", num2);
```

```
    swap(&num1, &num2);
```

```
    printf("After swapping num1: %d in num2: %d", &num1,  
           &num2);
```

```
    return 0;
```

```
}
```

Output

Enter 2 numbers:

1, 2

Number1 before swapping: 1

Number2 before swapping: 2

After swapping

Num1: 2

Num2: 1