//pass by reference/value

#include <iostream>

using namespace std;

int passByValue(int x);

int passByReference(int \*x);

int main()

{

int betty = 12;

int sandy = 12;

passByValue(betty);

passByReference(&sandy);

cout<<betty<<endl;

cout<<sandy<<endl;

return 0;

}

int passByValue(int x) {

x = 99;

}

int passByReference(int \*x) {

\*x = 32;

}