```
1 #include <stdio.h>
 2
 3 int main(void)
 4
 5
        //function declarations
 6
        void SwapNumbers(int, int);
 7
        //variable declaration
 8
 9
        int a:
10
        int b;
11
12
        //code
        printf("\n\n");
13
14
        printf("Enter Value For 'A' : ");
15
        scanf("%d", &a);
16
        printf("\n\n");
17
        printf("Enter Value For 'B' : ");
18
19
        scanf("%d", &b);
20
        printf("\n\n");
21
        printf("***** BEFORE SWAPPING *****\n\n");
22
        printf("Value Of 'A' = %d\n\n", a);
23
        printf("Value Of 'B' = %d\n\n", b);
24
25
        SwapNumbers(a, b); // ***** ARGUMENTS PASSED 'BY VALUE' ... *****
26
27
28
        printf("\n\n");
        printf("***** AFTER SWAPPING *****\n\n");
29
30
        printf("Value Of 'A' = %d\n\n", a);
        printf("Value Of 'B' = %d\n\n", b);
31
32
33
        return(0);
34 }
35
36 void SwapNumbers(int x, int y) // Value Of 'a' is copied into 'x' and value of 'b' →
       is copied into 'y' ... swapping takes place between 'x' and 'y', not between →
      'a' and 'b' ...
37 {
38
        //varibale declarations
39
        int temp;
40
41
        //code
42
        printf("\n\n");
        printf("***** BEFORE SWAPPING *****\n\n");
43
        printf("Value Of 'X' = %d\n\n", x);
44
        printf("Value Of 'Y' = %d\n\n", y);
45
46
47
       temp = x;
48
        x = y;
49
        y = temp;
50
```

```
\dots Pointers As Function Parameters \verb|\SwapNumbersWithoutPointers.c|
```

2

```
printf("\n\n");
printf("\n\n");
printf("****** AFTER SWAPPING *****\n\n");
printf("Value Of 'X' = %d\n\n", x);
printf("Value Of 'Y' = %d\n\n", y);
}
```