Call by value and call by referene

#include <iostream>

using *namespace* std;

*void* swap1(*int* *x*,*int* *y*)

{

*int* temp1;

    temp1 = *x*;

*x* = *y*;

*y* = temp1;

}

*void* swap2(*int* &*p*,*int* &*q*)

{

*int* temp2;

    temp2 = *p*;

*p* = *q*;

*q* = temp2;

}

*int* main()

{

*int* a=5,b=7;

    swap1(a,b);

    cout<<"\nFor swap1 a & b values are : "<<a<<" and "<<b<<endl;

    swap2(a,b);

    cout<<"For swap2 a & b values are : "<<a<<" and "<<b;

    return 0;

}