

Pointer

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A **pointer** in C++ is used to share a memory address among different contexts (primarily functions). They are used whenever a function needs to modify the content of a variable, but it does not have ownership.

In order to access the memory address of a variable, ***val***, prepend it with **&** sign. For example, `&val` returns the memory address of ***val***.

This memory address is assigned to a pointer and can be shared among functions. For example, ***int \*p = &val*** assigns the memory address of ***val*** to pointer ***p***. To access the content of the memory pointed to, prepend the variable name with a `*`. For example, `*p` will return the value stored in ***val*** and any modification to it will be performed on ***val***.

```
void increment(int *v) {
    (*v)++;
}

int main() {
    int a;
    scanf("%d", &a);
    increment(&a);
    printf("%d", a);
    return 0;
}
```

Function Description

Complete the update function in the editor below.

update has the following parameters:

- int \*a: an integer
- int \*b: an integer

Returns

- The function is declared with a `void` return type, so there is no value to return. Modify the values in memory so that ***a*** contains their sum and ***b*** contains their absolved difference.
- $a' = a + b$
- $b' = |a - b|$

Input Format

Input will contain two integers, ***a*** and ***b***, separated by a newline.

Sample Input

```
4
5
```

Sample Output

```
9
1
```

Explanation

- $a' = 4 + 5 = 9$
- $b' = |4 - 5| = 1$

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Difficulty	Easy
Max Score	10
Submitted By	494101

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Language

C++20



```
1  #include <cmath>
2  #include <cstdio>
3  #include <vector>
4  #include <iostream>
5  #include <algorithm>
6  using namespace std;
7
8
9  int main() {
10     /* Enter your code here. Read input from STDIN. Print output to STDOUT */
11     return 0;
12 }
13
```

Line: 13 Col: 1

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