

Experiment 2.1 (Reference variables)

```
C:\Users\Vincent\Code\c-cpp\SE\Labs\OOPS\Experiments\Lab2>.\exp2a

Before swap
A = 1 B = 3

After swap

A = 3 B = 1
```

Exp 2.2(Friend functions & inline functions)

```
C:\Users\Vincent\Code\c-cpp\SE\Labs\OOPS\Experiments\Lab2>.\exp2b
Cat Details
-----
Enter age:14
Enter name:Yennefer
Dog Details
-----
Enter age:10
Enter name:Gerald
The cat named Yennefer is older and thus chosen to lead
```

Exp 2.3 (Function overloading)

```
C:\Users\Vincent\Code\c-cpp\SE\Labs\OOPS\Experiments\Lab2>.\exp2c
Enter age:12
Enter marks:100
Age: 12
Marks: 100
Age: 19
Marks: 12
```