

```
#include <stdio.h>

void swap(int*, int*);

int main(void) {
    int a = 9, b = 13;
    printf("Before swapping\nValue of a: %d\nValue of b: %d\n", a, b);
    swap(&a, &b);
    printf("After swapping\nValue of a: %d\nValue of b: %d\n", a, b);

    return 0;
}

void swap(int* x, int* y) {
    int temp = *x;
    *x = *y;
    *y = temp;
}
```

input parameters are pointers to int (int\*) **not** int

pass the addresses of a and b, **not** values of a and b

addresses are assigned to pointer variables

need to get the variable stored at the addresses of x and y, hence we need to **dereference** the pointers