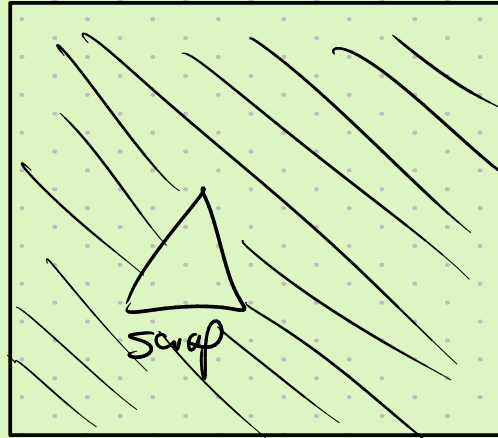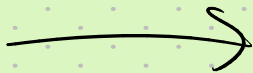g++ -c functions.cpp

"object file"

functions.o

scrap

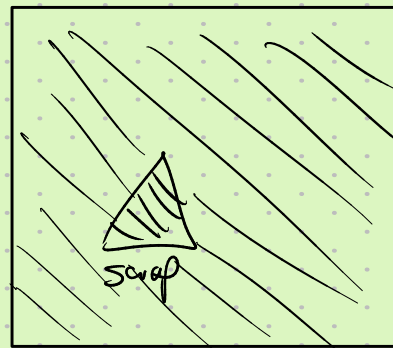g++ -c swap.cp

swap.o

swap

g++ functions.o swap.o

a.out ← runnable program at last.

scrap

Reminder + pictures for <u>reference</u> vs <u>value</u> parameters.

↑

(function inputs)

```
int f(int x)
{
    ---
}   // Note: x is by va<u>lue</u>

int g(int & y)
{
    ---
}   // Note: y is by <u>reference</u>


int main()
{
    int a = 3, b = 11;
    f(a);
    g(b);
    ;
}
```

Main memory

3	a
11	b, y
3	x
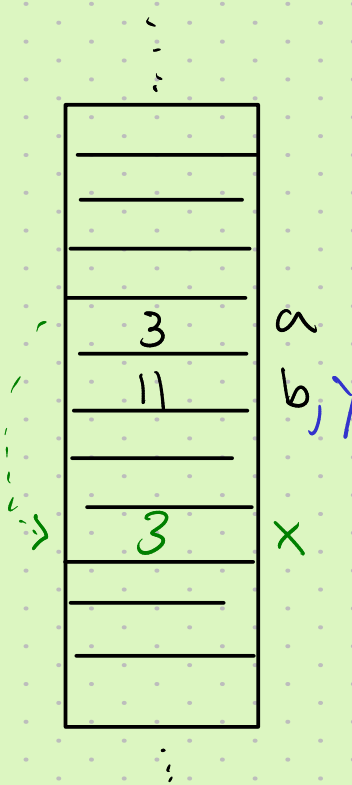
As you can see, whatever happens to y inside of g() will also happen to b inside main().

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2-1 0 1 2 3

V.size()