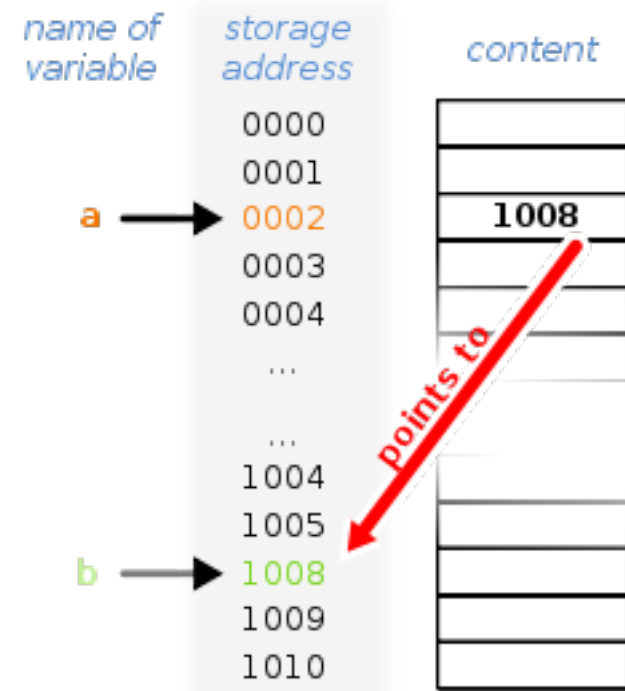# SUPA COO (C++)
Lecture 2 – 20 Oct 2015

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Thanks to to some usage of previous lecturer's materials
(S. Allwood-Spiers & W. H. Bell)

Object and memory address pointer and reference

If we do change the input to a function and use it after the function, pass it by reference (std::string* s) or by pointer (std::string* s)

As if the function returns more than one output

If we don't change the input to a function, pass it by constant reference (const std::string& s) if the object is large, either string, or a std::vector, etc.

If small, like a bool, can be passed by value.

References & pointers
passing by reference
passing by pointer
Sarah's lecture number 1 and 2

Standard template library
std::string
std::vector
std::map
Looping over containers via iterators
Sarah's lecture number 3 and 4