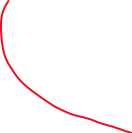
Q1)

int val = 5;

int ref = 10;

int\* ptr = new int(15);

Stack Heap



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|  |
| 15 |
| 10 |
| 5 |

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|  |

* Created initial memory

int val = 5;

int ref = 10;

int\* ptr = new int(15);

// called method that was created

void pass\_by\_val\_ref\_ptr(int val, int & ref, int \* ptr)

{

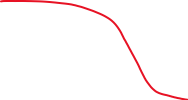
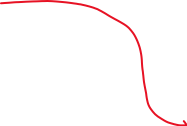
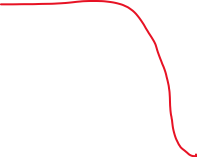
val = 50;

ref = 100;

\*ptr = 150;

}

Stack Heap



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| 150 (15) |
| 100 (10) |
| 5 |

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| --- |
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|  |
| 150 |
| 100 |
| 50 |

* After the method was called, except the ‘val’ value, other attributes were passed by reference and pointer.