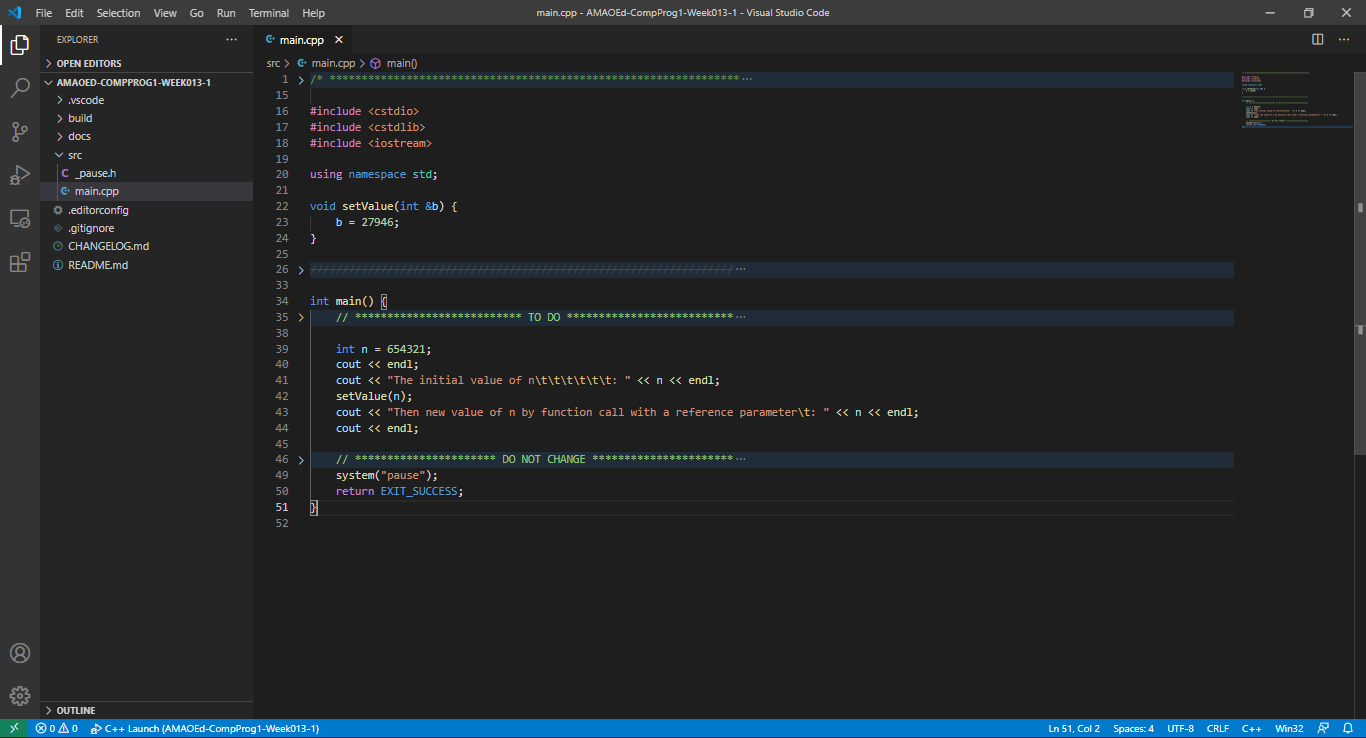
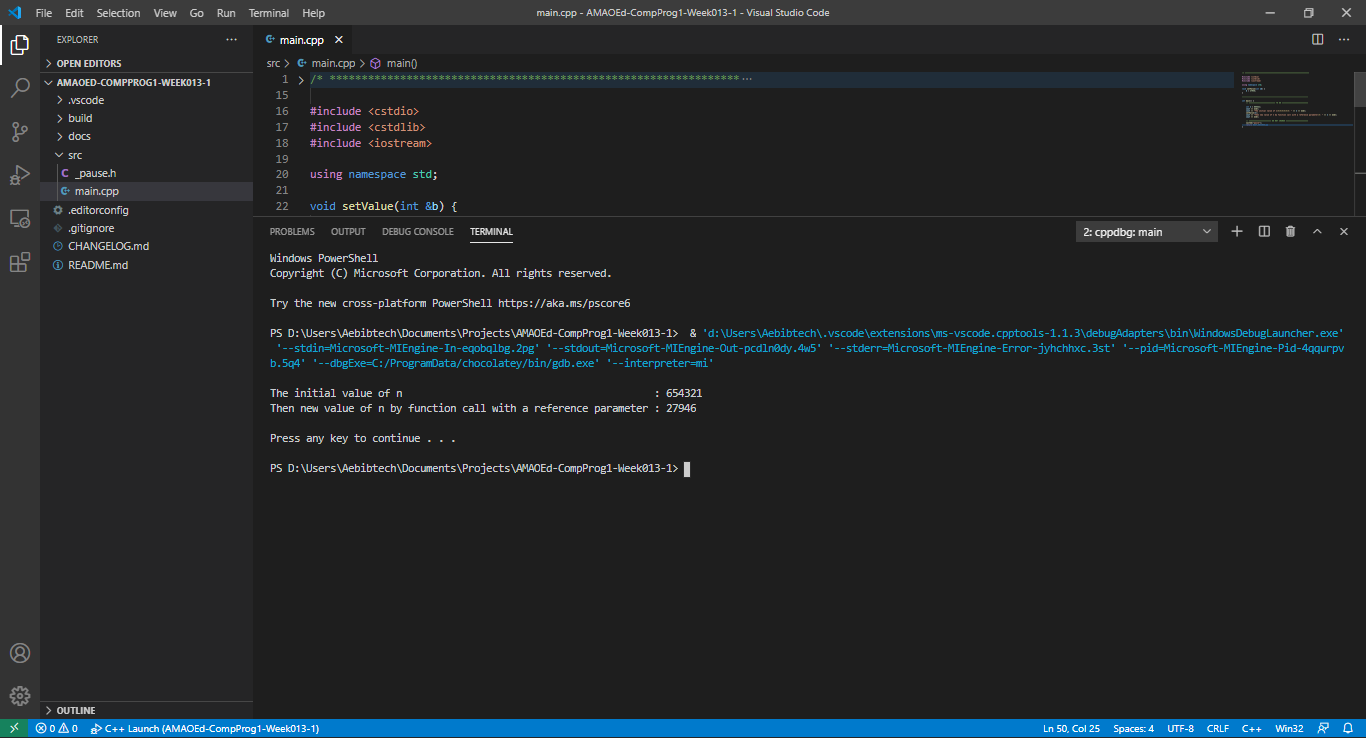
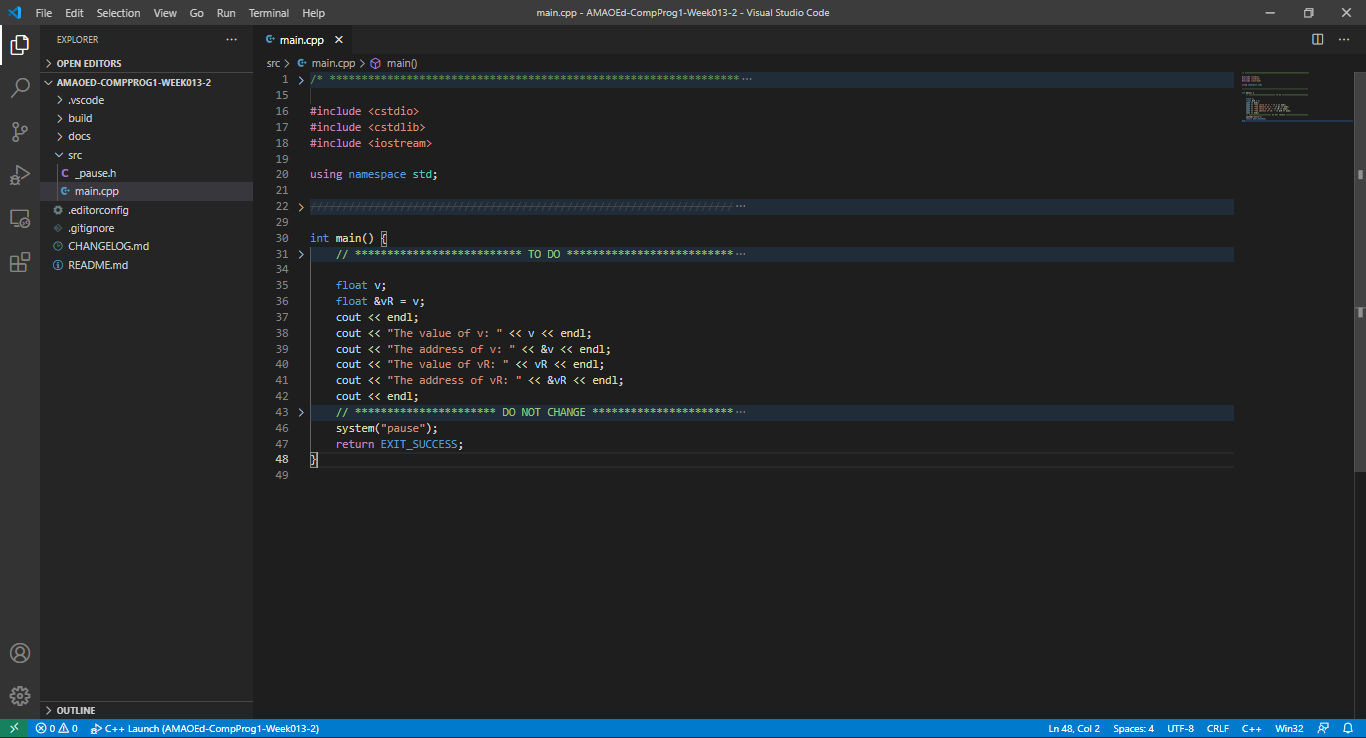
1. Write a program that will change the value of an integer variable with initial value of 654,321 to 27,946 without directly assigning a value to the variable. You cannot create any pointers or references in the main function.
   1. Code



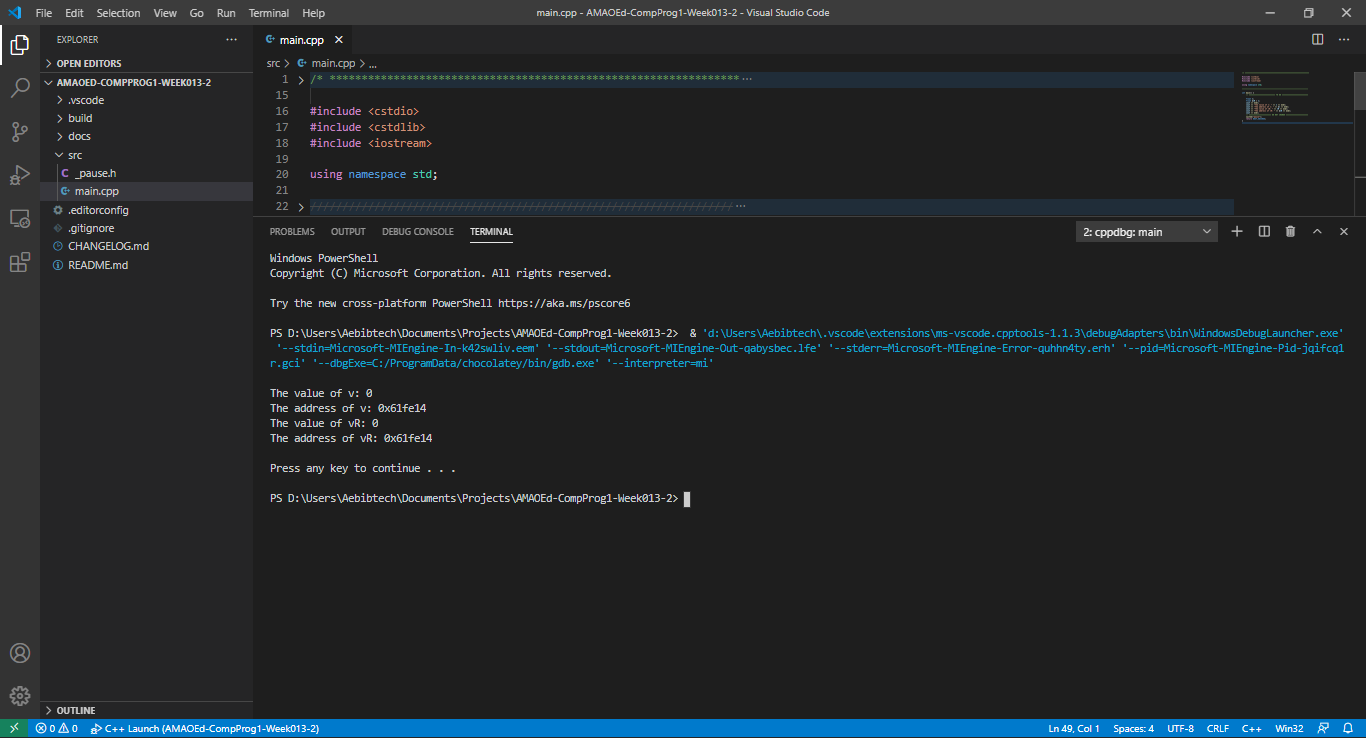
* 1. Output



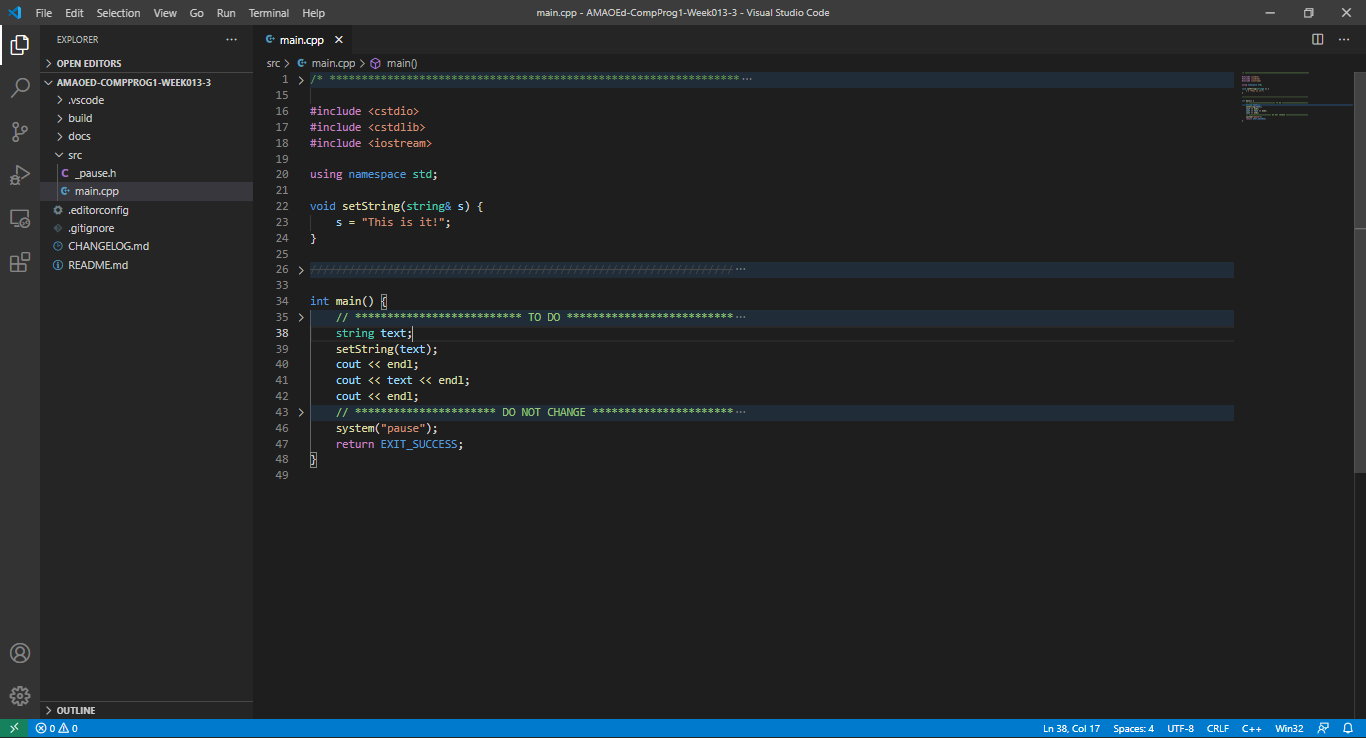
1. Write a program that will display the address of a float variable and another variable that shares the same address and value as the first variable. Do not initialize the first variable.
   1. Code



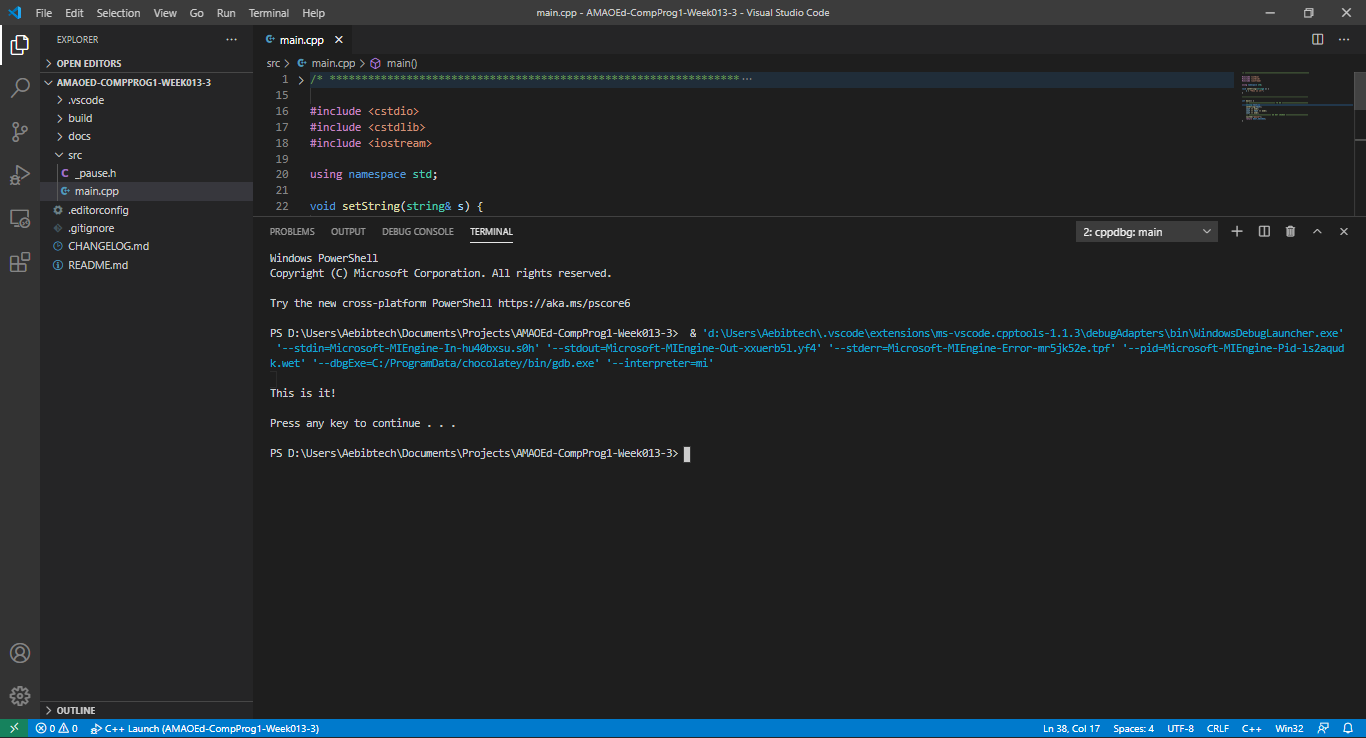
* 1. Output



1. Write a program that will display the words “This is it!” from a variable without assigning any characters to the variable. You cannot use cout << “This is it!” << endl; or any variants of it.
   1. Code



* 1. Output



1. What can you conclude from this activity?

I can conclude for this activity that one can change variable values by using references as parameters in function calls.