```
 1   integer j = 3 and integer t = 5.
 2   Inititating Swapme Function
 3   integer j = 5 and integer t = 3.
 4
 5   string name1 = John and string name2 = Jane.
 6   Inititating Swapme Function
 7   string name1 = Jane and string name2 = John.
 8
 9   firststruct.x = 1234 and firststruct.y = Link.
10   secondstruct.x = 9894 and secondstruct.y = Zelda.
11   Inititating Swapme Function
12   firststruct.x = 9894 and firststruct.y = Zelda.
13   secondstruct.x = 1234 and secondstruct.y = Link.
14
```