//**04-02** Program to demonstrate call-by-reference parameters.

//argument in function call must be a variable

//argument variable is “copied” into the body of the function definition

#include <iostream>

#include <conio.h>

using namespace std;

void getNumbers**(int&** input1, **int&** input2); *//”input” function, needs variable*

//Reads two integers from the keyboard. *i.e. a symb. address*

void swapValues(**int&** variable1**, int&** variable2);//or **int &**variable1**, int &**variable2

//Interchanges the values of variable1 and variable2.

void showResults(**int** output1, **int** output2); //call by value

//Shows the values of variable1 and variable2, in that order.

int main( )

{

int firstNum, secondNum;

getNumbers(firstNum, secondNum); *//firstNum->”1010”<->input1*

swapValues(firstNum, secondNum);

showResults(firstNum, secondNum); *//call by value*

system("pause");

return 0;

“Copy” of a variable, may change firstNum, secondNum

}

void getNumbers(int& input1, int& input2)

{

cout << "Enter two integers: ";

cin >> input1

>> input2;

}

void swapValues(int& variable1, int& variable2)

{

int temp;

temp = variable1; *//swapping needs extra variable (ex: shoes)*

variable1 = variable2;

variable2 = temp;

}

void showResults(int output1, int output2)

{

cout << "In reverse order the numbers are: "

<< output1 << " " << output2 << endl;

}