//**04-03** Illustrates the difference between a call-by-value

//parameter and a call-by-reference parameter.

#include <iostream>

#include <conio.h>

using namespace std;

void doStuff(int par1Value, int& par2Ref);

//par1Value is a call-by-value formal parameter and

//par2Ref is a call-by-reference formal parameter.

int main( )

{

int n1, n2;

n1 = 1;

n2 = 2;

doStuff(n1, n2);// 111 222

cout << "n1 after function call = " << n1 << endl; //1

cout << "n2 after function call = " << n2 << endl; //222

system ("pause");

return 0;

}

void doStuff(int par1Value, int& par2Ref)

{

par1Value = 111; *//changing locally*

cout << "par1Value in function call = "

<< par1Value << endl;

par2Ref = 222; *//change visible to main (par2Ref same addres as n2)*

cout << "par2Ref in function call = "

<< par2Ref << endl;

}