

1 References

Attaching & to a type indicates that the variable is a reference. Here are two implementations of an addOne() function. The first will have no effect on the variable that is passed in because it is passed by value. The second uses a reference and thus changes the original variable.

```
void addOne(int i){
    i++; // Has no real effect because this is a copy of the original
}
void addOne(int& i) {
    i++; // Actually changes the original variable
}
```

The syntax for the call to the addOne() function with an integer reference is no different than if the function just took an integer.

```
int myInt = 7;
addOne(myInt);
```