HW2_P2 - Return value by reference

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solution.cpp

```
/* Problem Analysis
Given two integers, we have to average them and return a reference
    data type of the average

*/

/* Problem Design
1. Average the two numbers
    (n1 + n2) / 2
2. Return the memory address of the average using & token

The trick here is knowing that the average variable has to be static.
It must be static because we cannot return the variable memory
    address otherwise because it is volatile - it will be destroyed
    after the function is run. If it is static, the value will not be
    removed after the function is executed.
*/

#include<iostream>
#include <iomanip>
using namespace std;

double* findAverage(int n1, int n2){
    static double avg = ((double) n1 + n2)/2;
    return &avg; // fuck this dumb shit lol XD
}

int main(){
    int n1, n2;
    cin >> n1;
    cin >> n2;
```

```
    cout << fixed << setprecision(2) << *findAverage(n1, n2);
}
```

Name
Custom test case

Input
5 6

Output (Lines:2)
5.50

Expected Output (Lines:0)

Status
NA

Name
Custom test case

Input
60 213

Output (Lines:2)
136.50

Expected Output (Lines:0)

Status
NA

Name
Custom test case

Input

37 88

Output (Lines:2)
62.50

Expected Output (Lines:0)

Status
NA

Name
Default

Input
5 10

Output (Lines:2)
7.50

Expected Output (Lines:1)
7.50

Status
Pass
