

Quiz.h

```
class Quiz
{
private:
public:
    int doSomething(int &x, int &y);
    int doSomethingV2(int *x, int *y);
};
```

Quiz.cpp

```
#include "quiz.h"
#include <iostream>

using namespace std;

int Quiz::doSomething(int &x, int &y)
{
    int temp = x;
    x = y * 10;
    y = temp * 10;
    return x + y;
}

int Quiz::doSomethingV2(int *x, int *y)
{
    int temp = *x;
    *x = *y * 10;
    *y = temp * 10;
    return *x + *y;
}
```

Main.cpp

```
#include "quiz.h"
#include <iostream>
```

```
using namespace std;

int main()
{
    Quiz q;

    int x = 2;
    int y = 3;

    cout << "Quiz by reference: " << q.doSomething(x, y) <<
endl;

    x = 2;
    y = 3;

    cout << "Quiz by pointer: " << q.doSomething(x, y) << endl;

    return 0;
}
```

Output:

```
Quiz by reference: 50
Quiz by pointer: 50
```