It is appropriate to use an int-type parameter when

a value is variable and can possibly become negative.

In the code example this is illustrated because when for example, one is trying to mimic assembly language. The stored integer could be either positive or negative, depending on the commands given.

int var;

switch (command)

{

case 0: var = x;

break;

case 1: var += x;

break;

case 2: var -= x;

break;

default:

}

It is appropriate to use a string-type parameter when

handling text that needs to be modified.

In the code example this is illustrated because when

std::string line = “hello world”;

capitalize(line[argv[1]])