15926 简单的 swap
15927 难一点的 swap
15928 好怪异的返回值
15929 神秘的数组初始化

****15926.cpp:

```
//简单的 swap
#include <iostream>
using namespace std;
class A
{
    public:
    int x;
    int getX() { return x; }
};
void swap(
//your code starts here
    A & a, A & b
//your code ends here
)
{
    int  tmp = a.x;
    a.x = b.x;
    b.x = tmp;
}
int main()
{
    A a,b;
    a.x = 3;
    b.x = 5;
    swap(a,b);
    cout << a.getX() << "," << b.getX();
    return 0;
}
```

****15927.cpp:

```
//难一点的 swap
#include <iostream>
using namespace std;

void swap(
```

```
//your code starts here
    int * & a, int * & b
//your code ends here

)
{
    int * tmp = a;
    a = b;
    b = tmp;
}
int main()
{
    int a = 3,b = 5;
    int * pa = & a;
    int * pb = & b;
    swap(pa,pb);
    cout << *pa << "," << * pb;
    return 0;
}
```

****15928.cpp:

```
//好怪异的返回值
#include <iostream>
using namespace std;
//your code starts here
int &
//your code ends here
getElement(int * a, int i)
{
    return a[i];
}
int main()
{
    int a[] = {1,2,3};
    getElement(a,1) = 10;
    cout << a[1] ;
    return 0;
}
```

****15929.cpp:

```
//神秘的数组初始化
#include <iostream>
using namespace std;

int main()
{
    int * a[] = {
//your code starts here
    0,0,new int[6],new int[6]
//gwend
};

    *a[2] = 123;
    a[3][5] = 456;
    if(! a[0] ) {
        cout << * a[2] << "," << a[3][5];
    }
    return 0;
}
```