COMP710: Studio Session 01 – Exercise:

EXERCISE NAME: *C++ – Using References*

Create a Visual Studio Solution named "SS01" and C++ Project named "Using References" for this exercise.

Follow good programming standards for code layout whitespace, naming and commenting.

Implement the function named **RollTwoDice** which can be called with two **int** parameters. The function must use pass-by-reference behaviour to send the result of rolling two different dice to back the calling function. Do not change the return type from **void**. This function must be side-effect free (i.e.: no printing or scanning).

The skeleton of this program's source code is provided below:

```
/* #include required headers here */

void RollTwoDice(/* Insert your code here */);

int main()
{
    // Seed the pseudo random number generate here.

    // Declare two local integers, representing the two dice.

    // Set each dice to hold a value of zero.

    // Print out the contents of the two dice.

    // Call rollTwoDice with the local dice variables.

    // Print out the contents of the two dice after the call.

    return 0;
}

void RollTwoDice(/* Insert your code here */)
{
    /* Insert your code here */
}
```

Once complete, commit your program's source code to your individual SVN folder – include the **.sln**, **.vcxproj** and **.cpp** files, and ensure you do not commit any build output files.