

Redundant?

Instead of creating a new variable to hold our result and then return it, why not modify the variable we get directly?

Exercises

References

A reference is ...

Example: `float& x = y;` is read...

Using references

- Key point: When you do something to a reference, you're acting on...
- When an existing reference is used, we read it...

const

What if we have a value that should *not* change?

- Why might we do that?
- How do we say that in C++?
- How do we model that?

const + References?

What happens if we combine `const` and references?