1. What is the output of the following code? (The code below is on the website, "ws4-main.cpp") #include <iostream>

```
using std::cout;
// function prototypes (definitions are below main)
       getSum(int a, int b);
                                      // two variables passed by value
double squareOf(double x);
                                      // one variable passed by value
void setDoubleToFive(double& var); // one variable passed by reference
       factorialOf(int n);
                                      // one variable passed by value
int
       getUpperCaseLetter(char& ch); // one variable passed by reference
int main()
  int int_one = 5, int_two = 8, int_three = 99;
  double dbl_one = 12.0, dbl_two = 3.0, dbl_three = -4.0;
  char char_one = 'b', char_two = 'y';
  // first set of function calls
  int three = getSum(int one, int two);
  dbl_two = squareOf(dbl_one);
  setDoubleToFive(dbl_three);
  // first set of outputs
  cout << int_one << " " << int_two << " " << int_three << "\n";</pre>
  cout << dbl_one << " " << dbl_two << " " << dbl_three << "\n";</pre>
  cout << char_one << " " << char_two << "\n";</pre>
  // second set of function calls
  int one = factorialOf(5);
  char_two = getUpperCaseLetter(char_one);
  // second set of outputs
  cout << int_one << " " << int_two << " " << int_three << "\n";</pre>
  cout << dbl_one << " " << dbl_two << " " << dbl_three << "\n";</pre>
  cout << char_one << " " << char_two << "\n";</pre>
  return 0;
int getSum(int a, int b)
  return (a+b);
double squareOf(double x)
  return (x*x);
void setDoubleToFive(double& var)
  var = 5 + 5 - 5;
```

2. Define a function that swaps two double variables and show an example of how to call your function with two doubles called "hello" and "world".

3. Assume the following is written in a C++ program and are prototypes (with definitions) but not compiled yet. Will the compiler throw errors, or will the below compile fine?

```
int subtract(int a, int b, int c);
double subtract(int d, int e, int f);
int subtract(int a, int b, int c, int d);
double subtract(int e, int f, int g);
int subtract(int a, int b, int c, int d, int e, int f, int g, int h);
float multiply(int a, int b = 4);
```