#include<iostream>

using namespace std;

int passByValue(int x)

{

x=100;

return x;

}

void passByReference(float \*y)

{

\*y +=200.50;

}

void passByValue(double &z)

{

z -=200.50;

}

void main()

{

int a=20;

float b=40.50;

double c=10.40;

int j;

system("color b0");

j=passByValue(a);

cout<<"Value of a is="<<j<<endl;

passByReference(&b);

cout<<"value of b is="<<b<<endl;

passByValue(c);

cout<<"value of c is="<<c<<endl;

getchar();

getchar();

}