#include<iostream>

using namespace std;

void passByValue(int x)

{

x=100;

}

void passByReference(float \*x)

{

\*x=200.50;

}

void main()

{

int a=20;

float b=40.50;

system("color b0");

passByValue(a);

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

passByReference(&b);

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

getchar();

getchar();

}