

```

1  /**
2   * a program illustrating how to use reference and plain variables between
3   * different functions
4   * @author Bill Jin
5   * @version 23 August 2020
6   */
7
8  #include <iostream>
9  using namespace std;
10
11 /**
12  * This is a simple function that will change the value of parameter
13  * and call another function to pass them by reference, then print them out
14  * @param a an integer 10
15  * @param b an reference integer variable passed from main function
16  */
17  int foo(int a, int& b);
18
19 /**
20  * This is a function that will change the references variable in parameter
21  * and print them out
22  * @param x an reference integer variable passed from foo function
23  * @param y an reference integer variable passed from foo function
24  */
25  void bar(int& x, int& y);
26
27  int main()
28  {
29      int i = 10;
30      int& j = i;
31      int k = foo(10, j);
32
33      cout << "i: " << i << endl;
34      cout << "j: " << j << endl;
35      cout << "k: " << k << endl;
36
37      return 0;
38  }
39
40  int foo(int a, int& b)
41  {
42      a = a + 2; a * 2
43      b--;
44      int c = 20;
45      bar(b, c);
46
47      cout << "a: " << a << endl;
48      cout << "b: " << b << endl;
49      cout << "c: " << c << endl;
50
51      //Return the sum of those three variables
52      return a + b + c;
53  }
54
55  void bar(int& x, int& y)
56  {
57      x = x + 2;
58      y--;
59
60      cout << "x: " << x << endl;
61      cout << "y: " << y << endl;
62  }
63
64
65
66

```

23/25

← missing @ return -1

Spec after comma -1