ارسال پارامترها

مدرس: سید کمال الدین غیاثی شیر ازی

تهیه شده توسط رضا غلامعلی تبار و سید احمدرضا پیشنمازی

الواع ارسال پارامترها:

- Call By value
- Call By Reference

```
int i;
i = 10;
f(i);
cout<< i;</pre>
```

```
void f (int j)
{
    j = 7;
}
```

```
int i;

i = 10;

f(i);

cout<<i;</pre>
```

```
void f (int j)
{
    j = 7;
}
```

1

```
int i;
i = 10;
f(i);
cout<<i;

void f (int j)

{
    j = 7;
}

j = 10</pre>
```

```
int i;
i = 10;
f(i);
cout<< i;</pre>
```

```
void f (int j)
{
    j = 7;
}
```

```
1
```

```
int i;
i = 10;
int* q;
q = &i;
f(q);
cout<< i <<q;</pre>
```

```
void f(int *p)
{
    *p = 7;
    p = NULL;
}
```

```
int i;
i = 10;
int* q;
q = &i;
f(q);
cout<< i << q;</pre>
```

```
void f(int *p)
{
    *p = 7;
    p = NULL;
}
```

```
int i;
i = 10;
int* q;
q = &i;
f(q);
cout<< i << q;</pre>
```

```
void f(int *p)
{
    *p = 7;
    p = NULL;
}
```

```
i 10
```

q

```
int i;
i = 10;
int* q;

q = &i;
f(q);
cout<< i << q;</pre>
```

```
void f(int *p)
{
    *p = 7;
    p = NULL;
}
```

```
i 10

†

q 00BBF9FC
```

```
void f(int *p)
int i;
i = 10;
                                   *p = 7;
int* q;
                                   p = NULL;
q = \&i;
f(q);
cout<< i << q;
                                         00BBF9FC
                                   p
            10
           00BBF9FC
      q
```

```
void f(int *p)
int i;
i = 10;
                                   *p = 7;
int* q;
                                   p = NULL;
*q = &i;
f(q);
cout<< i << q;
                                         00BBF9FC
                                   p
           00BBF9FC
      q
```

```
void f(int *p)
int i;
i = 10;
                                     *p = 7;
int* q;
                                     p = NULL;
*q = &i;
f(q);
cout<< i << q;
                                              NULL
                                     p
```



```
int i;
i = 10;
int* q;
*q = &i;
f(q);
cout<<i << q;</pre>
```

```
void f(int *p)
{
    *p = 7;
    p = NULL;
}
```

```
i 7

1

q 00BBF9FC
```

```
int i=10;
int* q;
q = &i;
int **r;
r = &p;
f(r);
cout<< i << q << r;</pre>
```

```
void f(int **p)
{
    **p = 7;
    *p = NULL;
    p = NULL;
}
```

```
int i=10;
int* q;
q = &i;
int **r;
r = &p;
f(r);
cout<<i << q << r;</pre>
```

```
void f(int **p)
{
    **p = 7;
    *p = NULL;
    p = NULL;
}
```

```
i 10
```

q

```
int i=10;
int* q;
q = &i;
int **r;
r = &p;
f(r);
cout<< i << q << r;</pre>
```

```
void f(int **p)
{
    **p = 7;
    *p = NULL;
    p = NULL;
}
```

```
i 10

†

q 00BBF9FC
```

```
int i=10;
int* q;
q = &i;
int **r;
r = &p;
f(r);
cout<< i << q << r;</pre>
```

```
void f(int **p)
{
    **p = 7;
    *p = NULL;
    p = NULL;
}
```

```
i 10

q 00BBF9FC
```

```
int i=10;
int* q;
q = &i;
int **r;

r = &p;
f(r);
cout<< i << q << r;</pre>
```

```
void f(int **p)
{
    **p = 7;
    *p = NULL;
    p = NULL;
}
```

```
i 10
q 00BBF9FC
r 00BB0000
```

```
int i=10;
                                 void f(int **p)
int* q;
                                  **p = 7;
q = &i;
                                  *p = NULL;
int **r;
                                  p = NULL;
r = &p;
f(r);
cout<<i << q << r;
                                         00BB0000
                                   p
            10
           00BBF9FC
     q
           00BB0000
```

```
int i=10;
                                 void f(int **p)
int* q;
                                  **p = 7;
q = &i;
                                  *p = NULL;
int **r;
                                  p = NULL;
r = &p;
f(r);
cout<<i << q << r;
                                         00BB0000
                                   p
           00BBF9FC
     q
           00BB0000
```

```
int i=10;
                                void f(int **p)
int* q;
                                 **p = 7;
q = &i;
                                 *p = NULL;
int **r;
                                 p = NULL;
r = &p;
f(r);
cout<<i<<q<<r;
                                        00BB0000
                                  p
              NULL
     q
           00BB0000
```

```
int i=10;
int* q;
q = &i;
int **r;
r = &p;
f(r);
cout<<i<<q<<r;
              NULL
     q
```

00BB0000

```
void f(int **p)
{
    **p = 7;
    *p = NULL;
    p = NULL;
}
```

p

NULL

```
int i=10;
int* q;
q = &i;
int **r;
r = &p;
f(r);
cout<<i << q << r;</pre>
```

```
void f(int **p)
{
    **p = 7;
    *p = NULL;
    p = NULL;
}
```

```
i 7
```

```
q NULL
r 00BB0000
```

```
int i;
i = 10;
f(i);
cout<<ii;</pre>
```

```
void f (int &j)
{
    j = 7;
}
```

i |

```
int i;

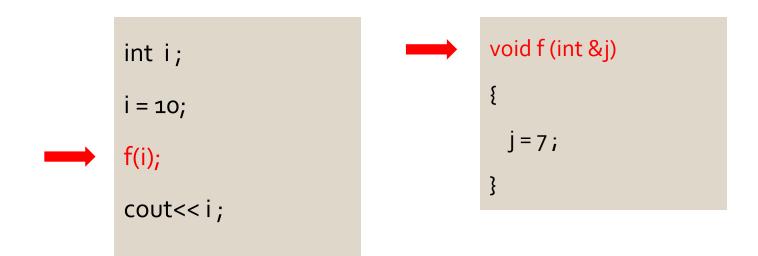
i = 10;

f(i);

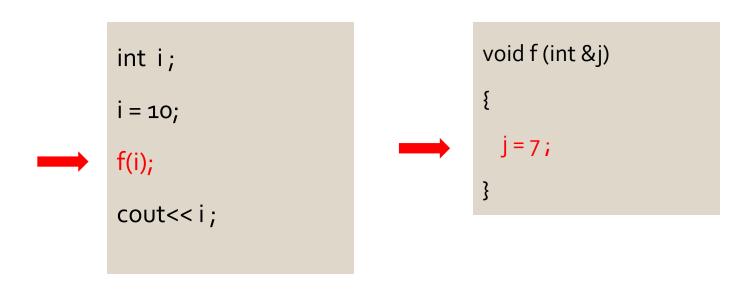
cout<<i;</pre>
```

```
void f (int &j)
{
    j = 7;
}
```

i 10



i 10 j



```
int i;
i = 10;
f(i);
cout<<i;</pre>
```

```
void f (int &j)
{
    j = 7;
}
```

```
int i;
i = 10;
int* q;
q = &i;
f(q);
cout<< i << q;</pre>
```

```
void f(int *&p)
{
    *p = 7;
    p = NULL;
}
```

```
int i;

i = 10;

int* q;

q = &i;

f(q);

cout<<i << q;</pre>
```

```
void f(int *&p)
{
    *p = 7;
    p = NULL;
}
```

```
int i;
i = 10;
int* q;
q = &i;
f(q);
cout<< i << q;</pre>
```

```
void f(int *&p)
{
    *p = 7;
    p = NULL;
}
```

```
i 10
```

q

```
int i;
i = 10;
int* q;

q = &i;
f(q);
cout<< i << q;</pre>
```

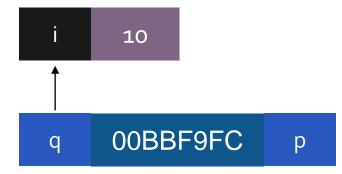
```
void f(int *&p)
{
    *p = 7;
    p = NULL;
}
```

```
i 10

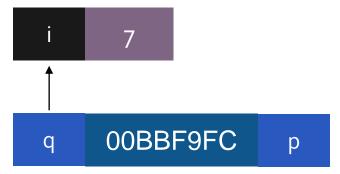
q 00BBF9FC
```

```
int i;
i = 10;
ii = 10;
int* q;
q = &i;
f(q);
cout<<ii << q;</pre>

void f(int *&p)
{
    *p = 7;
    p = NULL;
}
p = NULL;
}
```



```
void f(int *&p)
int i;
i = 10;
                                     *p = 7;
int* q;
                                     p = NULL;
q = &i;
f(q);
cout<< i << q;
```



```
int i;
i = 10;
int* q;
q = &i;
f(q);
cout<< i << q;
```

```
void f(int *&p)
{
    *p = 7;
    p = NULL;
}
```

i 7

q NULL

```
int i;
i = 10;
int* q;
q = &i;
f(q);
cout<<i << q;</pre>
```

```
void f(int *&p)
{
    *p = 7;
    p = NULL;
}
```

```
i 7
```

q NULL

```
int i=10;
int* q;
q = &i;
int **r;
r = &p;
f(r);
cout<< i << q << r;</pre>
```

```
void f(int **p)
{
    **p = 7;
    *p = NULL;
    p = NULL;
}
```

10

```
int i=10;
int* q;
q = &i;
int **r;
r = &p;
f(r);
cout<< i << q << r;</pre>
```

```
void f(int **p)
{
    **p = 7;
    *p = NULL;
    p = NULL;
}
```

```
i 10
```

q

```
int i=10;
int* q;

q = &i;
int **r;

r = &p;
f(r);
cout<<i << q << r;</pre>
```

```
void f(int **p)
{
    **p = 7;
    *p = NULL;
    p = NULL;
}
```

```
i 10

q 00BBF9FC
```

```
int i=10;
int* q;
q = &i;
int **r;
r = &p;
f(r);
cout<< i << q << r;</pre>
```

```
void f(int **p)
{
    **p = 7;
    *p = NULL;
    p = NULL;
}
```

```
i 10
q 00BBF9FC
```

```
int i=10;
int* q;
q = &i;
int **r;
r = &p;
f(r);
cout<< i << q << r;</pre>
```

```
void f(int **p)
{
    **p = 7;
    *p = NULL;
    p = NULL;
}
```

```
i 10
q 00BBF9FC
r 00BB0000
```

```
int i=10;
int* q;
q = &i;
int **r;
r = &p;
f(r);
cout<< i << q << r;</pre>
```

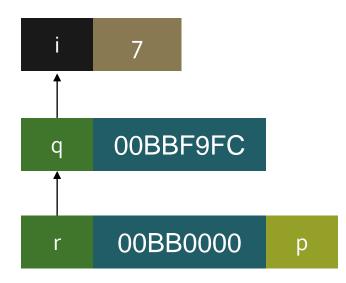
```
void f(int **p)
{
    **p = 7;
    *p = NULL;
    p = NULL;
}
```

```
i 10

q 00BBF9FC

r 00BB0000 p
```

```
int i=10;
int* q;
q = &i;
int **r;
r = &p;
f(r);
cout<< i << q << r;</pre>
void f(int **p)
{
    **p = 7;
    *p = NULL;
    p = NULL;
}
p = NULL;
}
```



```
int i=10;
int* q;
q = &i;
int **r;
r = &p;
f(r);
cout<<i<<q<<r;
             NULL
```

00BB0000

p

```
void f(int **p)
{
    **p = 7;
    *p = NULL;
    p = NULL;
}
```

```
int i=10;
int* q;
q = &i;
int **r;
r = &p;
f(r);
cout<< i << q << r;
```

```
void f(int **p)
{
    **p = 7;
    *p = NULL;
    p = NULL;
}
```

i 7

q NULL

```
int i=10;
int* q;
q = &i;
int **r;
r = &p;
f(r);
cout<< i << q << r;</pre>
```

```
void f(int **p)
{
    **p = 7;
    *p = NULL;
    p = NULL;
}
```

```
i 7
```

q NULL

NULL