Pass by reference

main

{

int x = 3, y = 4;

int w = sum(x, y);

//after the sum function is run, x is now 9 because we passed by reference.

//y is still 4 because we passed by value

//w is the value returned by the sum function which is 25

cout << x << y << w ;

}

int sum(int& n1, int n2) //the & indicates the address of the number passed into n1.

//in this case n1=x=3 for now

{

n1 = n1 \* n1; //n1=9 but because we passed the address of x into n1, x=9 also.

n2 = n2 \* n2; //n2=16 but since we passed by value, y=4 still.

return n1 + n2; //n1 + n1 = 25

}

output window:

9425