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// Demo: 5:20 PM
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```
#include <iostream>
```

```
using namespace std;
```

```
void mySwap(int *, int &);
```

```
int main() {
```

```
    int a = 5;
```

```
    int b = 10;
```

```
    cout << a << " " << b << endl;
```

```
    mySwap(&a, b);
```

```
    cout << a << " " << b << endl;
```

```
    return 0;
```

```
}
```

```
void mySwap(int *x, int &y) { // X is a integer pointer, passed by address
```

```
    // Y is a integer, passed by reference
```

```
    int temp = *x; // temp is an integer, temp = the value of x pointing
```

```
    // temp = 5
```

```
    *x = y;    // go to the address of x, and change it to address of y
```

```
    y = temp;  // y = the OG value where x was pointing
```

```
    // y = 5
```

```
}
```

Console Shell

```
❯ make -s
❯ ./main
5 10
10 5
❯
```