# Assignment 5

1. Send a structure by call by reference to a function

#include <iostream>

using namespace std;

struct number{

int n;

};

void increment(number& n2){

n2.n++;

}

void initializeFunction(){

number n1;

n1.n = 10;

cout << "Number before calling increment function: "<< n1.n << endl;

increment(n1);

cout << "Number after calling increment function: " << n1.n;

}

int main(){

initializeFunction();

return 0;

}