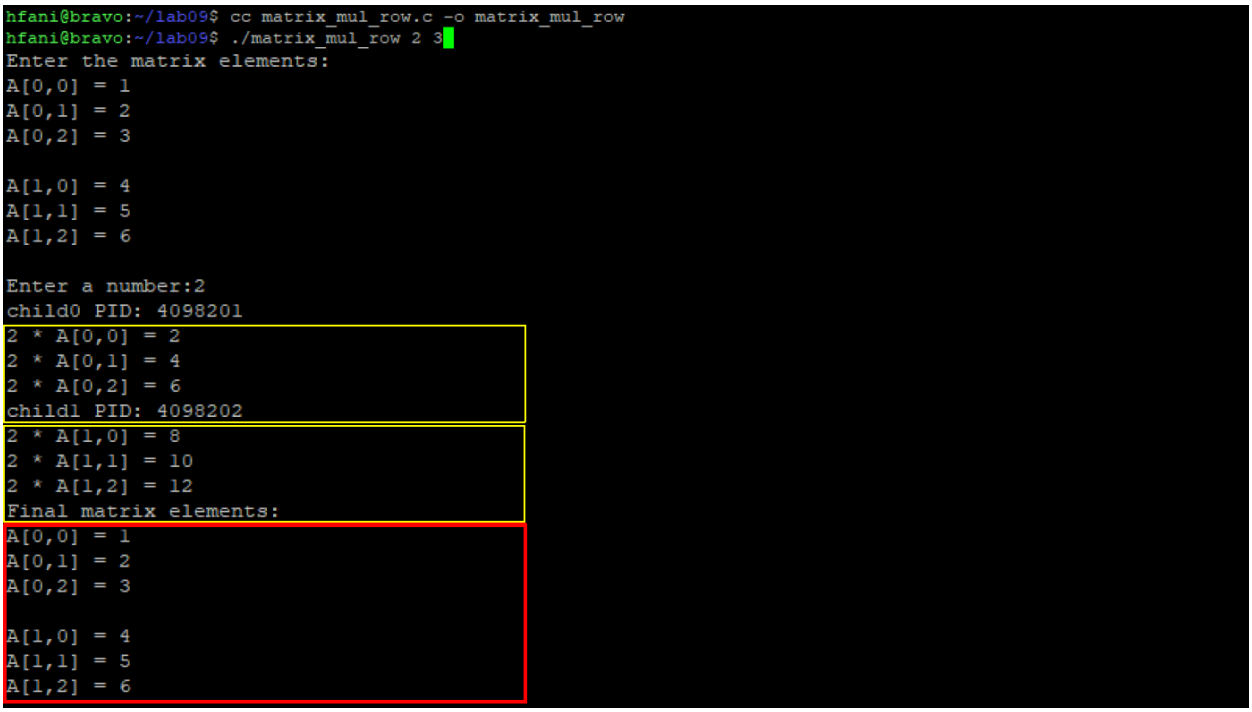
The issue is like passing variables through a function, where a pass-by-value creates a local copy of the variable in the function, while a pass-by-reference copies the pointer to the variable, essentially connecting the function directly to the variable.



From the example in the instructions, the yellow boxes (child programs) work on copies of the parent, so 2 * A[0,0] is saved in the matrix in the child, but the matrix in the parent is unaffected. Hence, A[0,0] is still 1 in the parent matrix from start to finish.