

What is the output of the syntactically correct C++ program below?

```
#include <iostream>
#include <memory>

class SwordBag {
public:
    SwordBag() : swordCount{0} {
        std::cout << "Found sword bag" << std::endl;
    }
    ~SwordBag() {
        std::cout << "Lost sword bag" << std::endl;
    }
    int swordCount;
};

using BagPtr = std::shared_ptr<SwordBag>;

void trade(BagPtr& bag) {
    std::cout << "Traded sword" << std::endl;
    bag->swordCount--;
}
```

```
int main() {
    std::cout << "Start" << std::endl;
    BagPtr bag =
        std::make_shared<SwordBag>();
    bag->swordCount += 2;
    {
        auto bag2 = bag;
        trade(bag2);
    }
    std::cout << "End" << std::endl;
    return 0;
}
```

Output:

```
Start
Found sword bag
Traded sword
End
Lost sword bag
```