

Assignment 17: Our first use of pointers

This assignment was given in class and started at the end of the recording on Wednesday April 3.

Create a new project with one function. (You may create one or more helper functions if you want, but it is not necessary.) Name the function `putInOrder`. The function takes two pointers to integers. In its implementation, the function checks the values of the two inputs and, if needed, rearranges them so that the first is the smaller and the second is larger. Use the main function below to call `putInOrder`.

```
int main() {
    int x = 6;
    int y = 2;
    cout << x << " " << y << endl; // prints 6 2
    // call putInOrder with x and y here
    cout << x << " " << y << endl; // prints 2 6
    // call putInOrder with x and y again here
    cout << x << " " << y << endl; // prints 2 6
    return 0;
}
```

In order to make this function work, it must take pointers to variables as input, and you must use pointers when passing the `x` and `y` variables in the call.

Note that if the values are in the correct order, `putInOrder` should not change anything. However, if the functions are not in order, the `putInOrder` function should like a “swap” function.

I recommend that you try to understand how to implement this function by watching my April 3 video, and the Bucky Roberts videos on pointers and looking at the pointer chapter (10) in the book. If you are still confused, and only at that point, you may search the web for examples of a C++ swap function.

Turn in just the `cpp` file. Remember to put a full header comment section at the beginning of the file, and use your name in the name of the `cpp` file (e.g. in my case `vanhilstOrder.cpp`).