

```
#include <iostream>
using namespace std;

void increment(int& i) {
    i++;
}

// bad practice
int& f(int n) {
    int a = n;
    return a;
}

// bad practice
int* f2() {
    int i = 10;
    return &i;
}

int main() {
    int* p = f2();

    int i;
    i = 10;

    int& k1 = f(i);

    increment(i);
    cout << i << endl;

    int& j = i;

    i++;
    cout << j << endl;
    j++;
    cout << i << endl;

    int k = 100;
    j = k;
    cout << i << endl;
}
```