ninjassolutions.s3.amazonaws.com/0000000000000148.h #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;</pre> int& j = i;i++; cout << j << endl;</pre> j++; cout << i << endl;</pre> int k = 100;j = k;cout << i << endl;</pre>