

Part 1:

Case	Times(s)
C++ Debug Mode, double	0.244027
C++ Release Mode, double	0.113249
C++ Debug Mode, float	0.240614
C++ Release Mode, float	0.109996
MATLAB, for-loop	0.401157
MATLAB, vectors	0.182246
Python, for-loop	26.8813
Python, vectors	0.142062

Part 2:

a) On line 4, r is being set to $2*x + y$. On the line before, r is defined as a reference to x, which means **line 4 is actually setting a value to variable x through its reference r**. Therefore, the value of x is $2*1.2+4$, which is equal to **6.4**.

b) The function `init()` just takes the values of a and b and does things with them, but does not change the very variables themselves. Therefore, **c will just be the sum of the default double values, which is $0+0=0$** . For c to equal 3, a and b can be declared in the same scope as the functions like this:

```
double a, b;  
void init() {    a = 2; b = 1;    }
```

This way, when `init()` is run in `main()` (without arguments), a and b will actually be set and c will become 3.

c) In this case, the addresses of a and b are passed to `init`, which uses them as pointer variables. When a and b are set in `init()`, the variables at those memory locations are modified, so when c is calculated, it uses the same values since it pulls them from the same memory address. Therefore, **c is equal to 3**.

d) In this case, `init()` takes in the variables and treats them not as pointers, but as memory addresses, which the pointers in part c were set equal to. Since the values are applied to the variables at the input memory addresses, the variables updated in `init()` are in the same memory location as the ones in `main()`. Therefore, **c will again be 3**.

Part 3:

