#include <iostream>

using namespace std;

int main()

{

int x = 5;

int y = 13;

int z = x;

x = y;

y = z;

cout<<"x is "<<x<<endl;

cout<<"y is "<<y<<endl;

return 0;

}

SWAPING WITHOUT USING THE 3rd VARIABLE

#include < iostream >

using namespace std;

int main()

{

    int x = 10, y = 5;

    // Code to swap 'x' and 'y'

    x = x + y; // x now becomes 15

    y = x - y; // y becomes 10

    x = x - y; // x becomes 5

    cout << "After Swapping: x =" << x << ", y=" << y;

}

OR:

#include < iostream >

using namespace std;

int main()

{

    int x = 10, y = 5;

    // Code to swap 'x' and 'y'

    x = x \* y; // x now becomes 15

    y = x / y; // y becomes 10

    x = x / y; // x becomes 5

    cout << "After Swapping: x =" << x << ", y=" << y;

}