

References

May 5, 2020

0.1 References

As mentioned previously, a reference is another name given to an existing variable. On the left hand side of any variable declaration, the & operator can be used to declare a reference.

```
In [ ]: #include <iostream>
        using std::cout;

        int main()
        {
            int i = 1;

            // Declare a reference to i.
            int& j = i;
            cout << "The value of j is: " << j << "\n";

            // Change the value of i.
            i = 5;
            cout << "The value of i is changed to: " << i << "\n";
            cout << "The value of j is now: " << j << "\n";

            // Change the value of the reference.
            // Since reference is just another name for the variable,
            // th
            j = 7;
            cout << "The value of j is now: " << j << "\n";
            cout << "The value of i is changed to: " << i << "\n";
        }
```

Compile & Execute

Explain

Loading terminal (id_05lniic), please wait...