```c
#include <stdio.h>

void functionOne(int a, int b) {
  a = 10;
  b = 20;
  printf("functionOne: a is %i, b is %i\n", a, b);
}

void functionTwo(int *ptr_a, int *ptr_b) {
  *ptr_a = 1000;
  *ptr_b = 2000;
}

void functionThree(int *ptr_a, int *ptr_b) {
  int c = 10000;
  int d = 20000;
  ptr_a = &c;
  ptr_b = &d;
}


int main() {
  int a = 100;
  int b = 200;
  printf("main1: a is %i, b is %i\n", a, b);
  functionOne(a, b);
  printf("main2: a is %i, b is %i\n", a, b);
  functionTwo(&a, &b);
  printf("main3: a is %i, b is %i\n", a, b);
  functionThree(&a, &b);
  printf("main4: a is %i, b is %i\n", a, b);
  return 0;
}
```