Parameter category review

You must **think** about parameters and data flow!

* **In:** information flows only into
  + N = sqrt(a); //a flows into sqrt()
  + N = sqrt(9.5); //can use literal
* **Out**: information flows only out
  + Char ch;
  + Bool ok = cin.get(ch); //ch flows out
  + cin.get(‘A’); // cannot do! cannot use a literal
* **In-Out**: info flows both ways
  + raiseSalary(fred, 10); //fred does both

Declaring parameter review

* Out, in-out parameters
  + Always pass by reference (& after type)
  + Both object and primitive types
  + @param[in, out] or @param[out]
* In parameters depend on type
  + Object parameters (including **string**)
    - Always pass by **const** reference (ex: const string&).
      * **Really important in C++**
    - This is for memory/speed efficiency.
  + Primitive parameters pass by value