Sathwik shetty pointers or call by orderence Algorithm Step 1 - Stoort Steps: Input x,y Step3:- a=dx Stepn - b = dy 34ch 5: - 4cmp= 4 b 3tip 6 :- 4 b= #a Step7: + a = temp 8 teps : output or, y

Flowchoont

34ch 9 :- 5top

