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Passing by reference and value. Please explain prototypes and headers.

Trac511 (19)

Sep 24, 2012 at 3:56am

Hello, I'm studying functions right now and need clarification. I did a 'search' but the examples and explanations I read were still a bit cryptic to me.

How would I pass a function call that had a string in it? For example, here is a function call that holds an int and a string.

```
1 /*call from main*/
2 void learnPass(number, "John Doe");
```

Questions:

1. There must be `int number` definition in main, correct?
2. To pass by value, what would the prototype and function definition header look like?
3. To pass by reference, what would the prototype and function definition header look like?

soranz (536)

Sep 24, 2012 at 4:12am

```
1 #include <iostream>
2 #include <string>
3
4 void learnPassValue(int num, string str);
5 void learnPassRef(int& num, string& str); //reference operator & in prototype
6
7 int main()
8 {
9     int number = 5;
10    string mystr = "John Doe";
11
12    learnPassValue(number, mystr);
13    cout << "in main after pass by value: " << number << endl;
14    cout << mystr << endl;
15
16    learnPassRef(number, mystr);
17    cout << "in main after pass by reference: " << number << endl;
18    cout << mystr << endl;
19
20    getch();
21    return 0;
22 }
23
24 void learnPassValue(int num, string str)
25 {
26     num = 2;
27     str = "value?";
28     cout << "in learnPassValue: " << number << endl;
29     cout << mystr << endl;
30 }
31
32 void learnPassRef(int& num, string& str) //reference operator & in matching definition
33 {
34     num = 2;
35     str = "reference?";
36     cout << "in learnPassRef: " << number << endl;
37     cout << mystr << endl;
38 }
```

Last edited on Sep 24, 2012 at 4:13am

vlad from moscow (6539)

Sep 24, 2012 at 4:21am

@Trac511

For example, here is a function call that holds an int and a string.

```
1 /*call from main*/
2 void learnPass(number, "John Doe");
```

void learnPass(number, "John Doe");

This is not a function call. It is an invalid syntactic construction. I think the internet (including this forum) has very many examples of function declarations and function calls. Try to find answers on such simple questions yourself.

Last edited on Sep 24, 2012 at 4:22am

Forseth11 (87)

Sep 24, 2012 at 4:31am

would this work:

```
1 #include <iostream>
2 #include <sstream>
3 #include <string>
4 using namespace std;
5 int n = 1;
6 int main(){
7     stringstream A;
8     string B;
9     A << n;
10    A >> B;
11    string C = C + "John Doe";
12    cout << C << endl;
13    system ("PAUSE");
14 }
```

Forseth11 (87)

Sep 24, 2012 at 4:31am

Why do you need `void`, can't you just do it the way I did it?

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