

	<p align="center">CODE: <u>CPP.Assignment06.Opt1</u></p> <p>Assignment topic : CPP Functions, Passing variable to functions</p> <p>Assignment duration : 180 minutes</p>	<p align="center">FRESHER ACADEMY</p>
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Bài 1. Below example tries to swap value of evenNumber and oddNumber but it does not works.
Please correct it by trying passing reference of pointer to swap function.

```
void swap(int evenNumber, int oddNumber)
{
    int temp = evenNumber;
    evenNumber = oddNumber;
    oddNumber = temp;
}

int main(int argc, char *argv[])
{
    int evenNumber = 2;
    int oddNumber = 3;

    cout << "evenNumber: " << evenNumber << " ,oddNumber : " << oddNumber << endl;
    swap(evenNumber, oddNumber);
    cout << "evenNumber: " << evenNumber << " ,oddNumber : " << oddNumber << endl;

    return 0;
}
```

Result:

evenNumber: 2 ,oddNumber : 3

evenNumber: 2 ,oddNumber : 3

Bài 2. Write a C++ program that compare length of 2 input strings and return the string that has longer length.

User will input 2 strings step by step, then program will output the string that is longer.

For example: string1 = "abc", string2 = "qwer". Output should be string2 = "qwer".

Bài 3. What is the output when trying to print the value of v.

```
void incr1(int& x){ // increase 1
    x++;
}
int incr2(int x){ // increase 1
    return x++;
}
int v = 2;
incr1(v);
v = incr2(v);
```

- A. 2
- B. 3
- C. 4
- D. 5

Bài 4. Which sentence below is incorrect. Explain?

- A. Use reference when needed, and pointer when you have to.
- B. If you want to change the object passed, call by reference and use a pointer.
- C. Reference must refer to an object, not a dereferenced null pointer.
- D. Pointers are usually preferred over references.

Bài 5. What is wrong about reference? Explain?

- A. To get a pointer to the object denoted by a reference rr, use like &rr.
- B. Reference could be see as a const pointer.
- C. You can resear a reference to make it refer to a different object.

D. Value of reference cannot be changed after initialation. It always refers to the object it was initialized to denote.