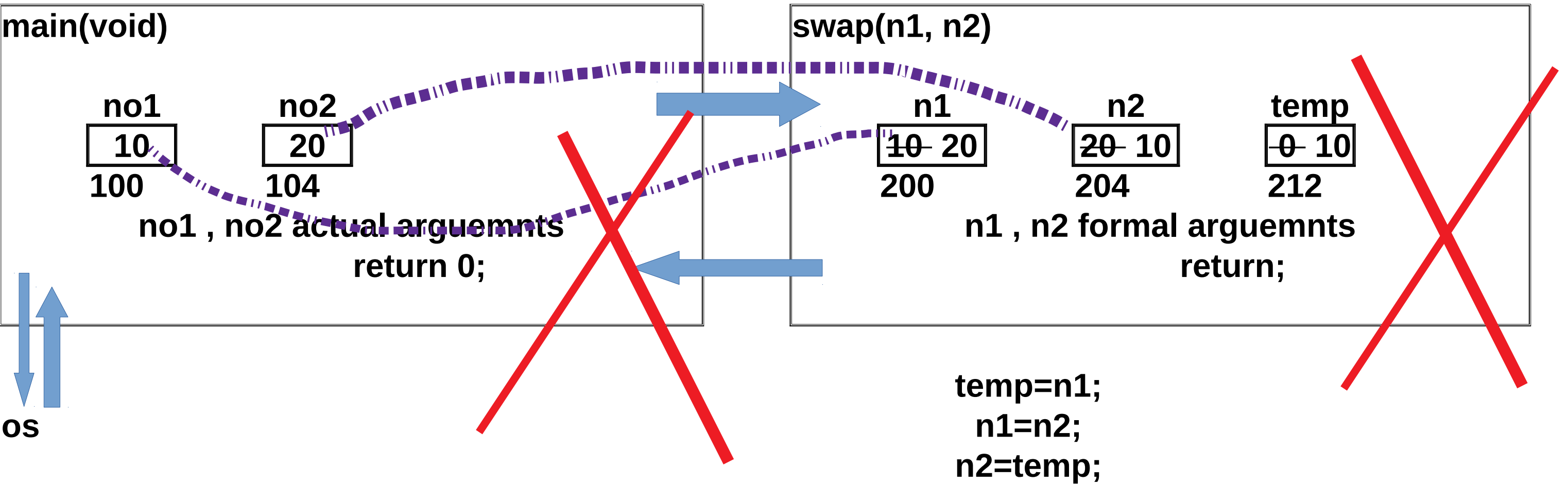
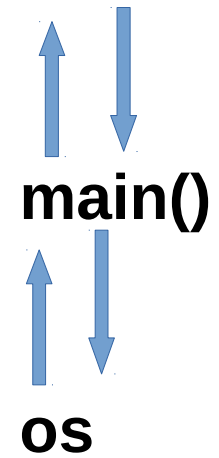


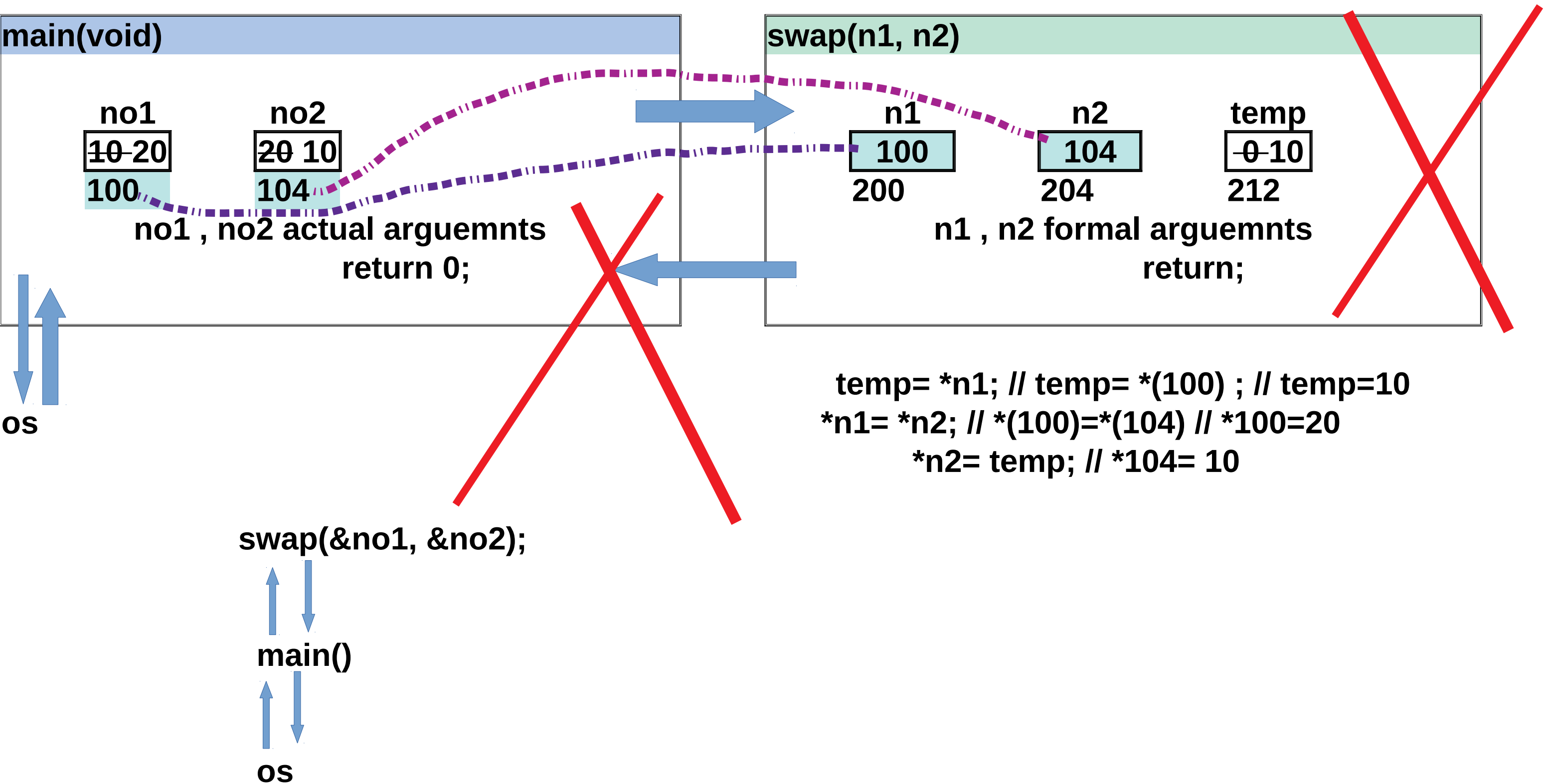
## function activation record (stack frame) for swap by value

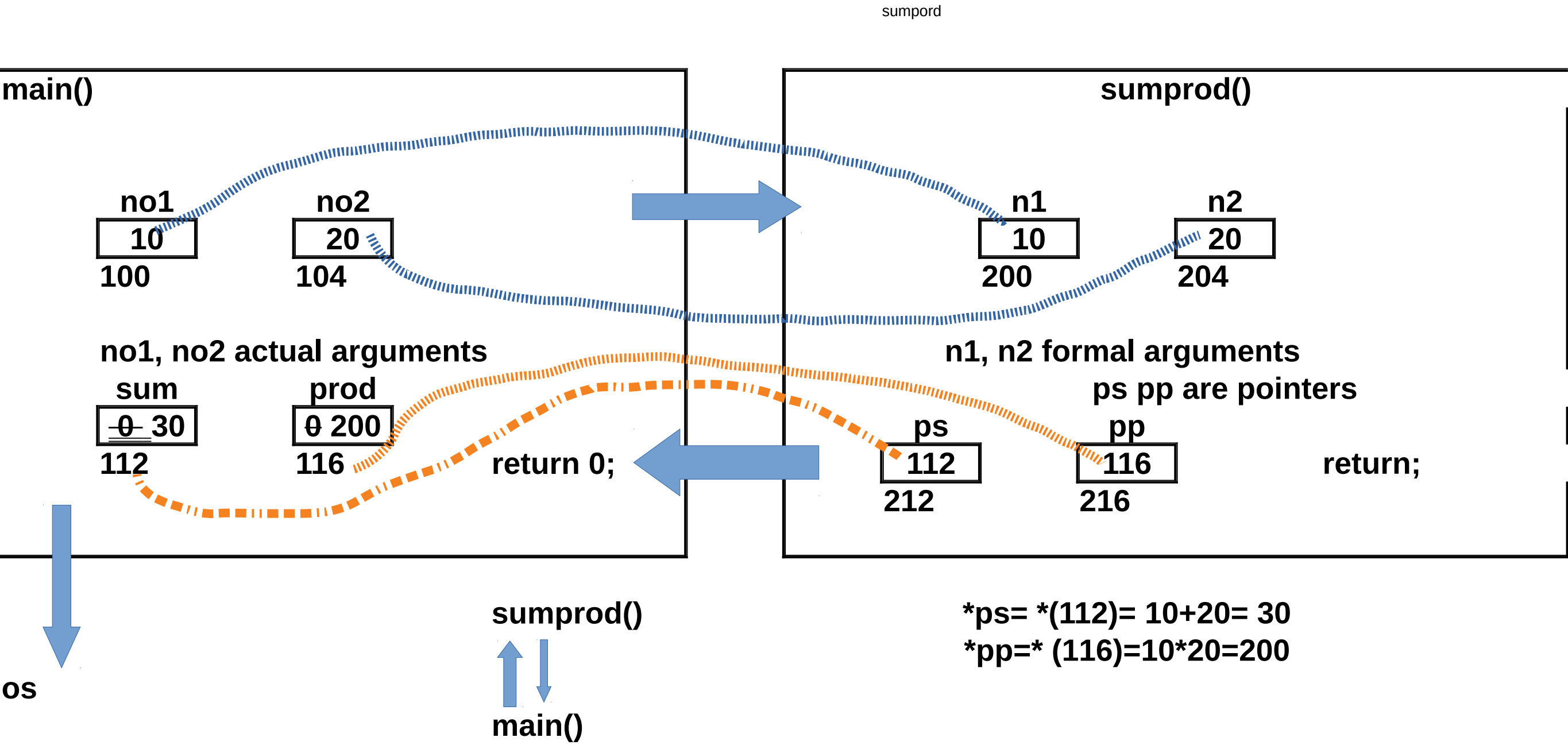


swap(no1, no2);



## function activation record (stack frame) for swap by address / reference/ using pointers





**int arr[5];**

<b>index</b>	<b>0</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
<b>arr</b>	<b>11</b>	<b>22</b>	<b>33</b>	<b>44</b>	<b>55</b>
<b>address</b>	<b>100</b>	<b>104</b>	<b>108</b>	<b>112</b>	<b>116</b>

**arr[4] = \*(arr+4)**  
**arr[4] = \*(100+4)**  
**arr[4] = \*(100+4\*4)**  
**arr[4] = \*(100+16)**  
**arr[4] = \*(116)**  
**arr[4] = 55**

**arr[4]=55**  
**\*(arr+4)==55**  
  
**\*(4+arr)==55**

**array notation    pointer notation**

**arr[index] == \*(arr+index)**  
**index[arr] == \*(index+arr)**

**arr[index] == index[arr] == \*(arr+index) == \*(index+arr)**

**arr[0] == \*(arr+0)**  
**arr[0] == \*(100+0)**  
**arr[0] == \*(100)**

**arr[0] == \*(arr+1)**  
**arr[0] == \*(100+1\*4)**  
**arr[0] == \*(100+4)**  
**arr[0] == \*(104)**