



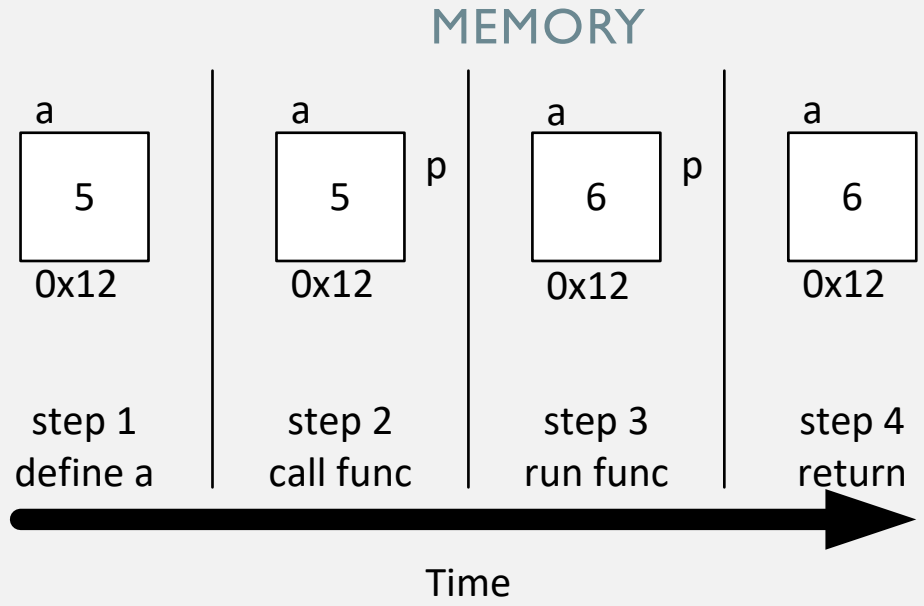
# PASS BY REFERENCE

Easy to use but not usable in all situations



# SIMPLE DATA

```
C++  
  
void func(int& p);  
  
int main()  
{  
    int a = 5;    // step 1  
  
    func(a);     // step 2  
}  
  
void func(int& p)  
{  
    p = p + 1;    // step 3  
}                // step 4
```





# STRUCTURED DATA

```
struct part
{  char   type;
   int    id;
};

void func(part& p);

int main()
{
    part a = { 'd', 10 };
    func(a);
}

void func(part& p)
{
    p.id = 1000;
}
```

