

Regular variable	Reference	Pointer
<pre>// variable definition int count = 10; // function definitions void example(int i) { cout << i; i = 30; } int main() { example(count); cout << count; return 0; } // terminal output 10 10</pre>	<pre>// variable definition int count = 10; // functions definition void example(int& i) { cout << i; i = 30; } int main() { example(count); cout << count; return 0; } // terminal output 10 30</pre>	<pre>// variable definition int count = 10; // pointer definition int* pCount = &count; //functions definition void example(int* i) { cout << *i; *i = 30; } int main() { example(pCount); cout << count; return 0; } // terminal output 10 30</pre>

