Cheatography

C++ references and pointers in function calls Cheat Sheet

by adamvm via cheatography.com/86080/cs/20075/

Regular variable

```
// variable definition


int count = 10;


// function defini tions


void example( int i) {
       cout << i;
       i = 30;
}


int main() {
        exa mpl e(c ount);
       cout << count;
        return 0;
}


// terminal output


10
10
```

Reference

```
// variable definition


int count = 10;


// functions definition


void example( int& i) {
       cout << i;
       i = 30;
}


int main() {
        exa mpl e(c ount);
       cout << count;
        return 0;
}


// terminal output


10
30
```

Pointer

```
// variable definition


int count = 10;


// pointer definition


int* pCount = &c ount;


//func tions definition


void example( int* i) {
       cout << *i;
       *i = 30;
}


int main() {
        exa mpl e(p Count);
       cout << count;
        return 0;
}


// terminal output


10
30
```



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