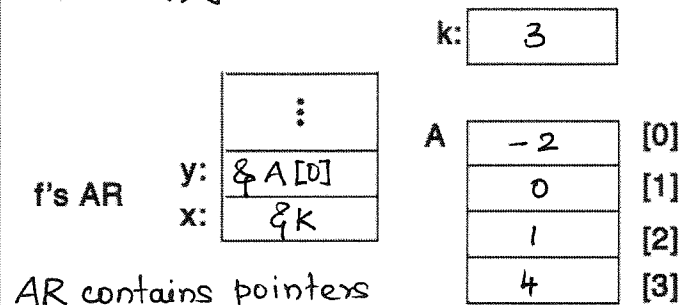


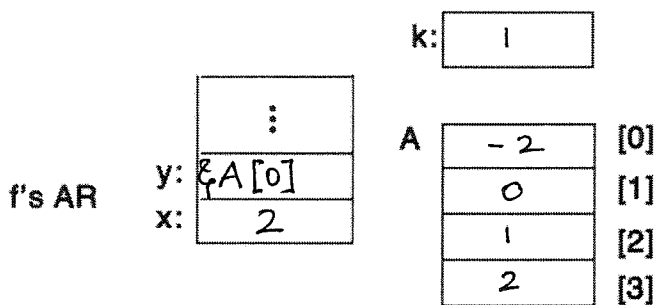
x and y passed by value

and x  
- Changes to y inside f will be reflected at A[0] and k

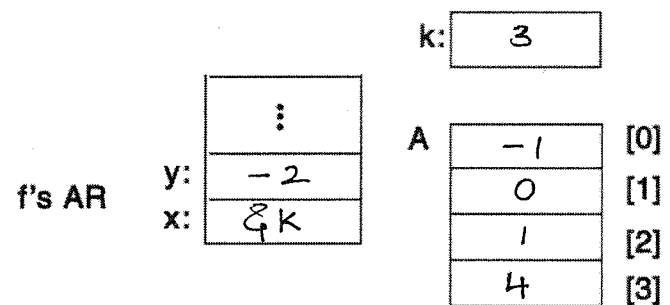


AR contains pointers when passing by reference

x and y passed by reference



x passed by value, y by reference



x passed by reference, y by value

printed in f      printed in main

x: 2	k: 2
y: -2	A[0]: -2
k: 1	A[1]: 0
A[k]: 0	A[2]: 1
	A[3]: 2

x and y passed by value-result

- copy the values of k (=0) and A[k] (A[0]=0) into the function. This part is similar to call by value. Once the function ends, copy back the values of x and y to k and A[0]

printed in f      printed in main

x: 3	k: 3
y: 3	A[0]: -1
k: 3	A[1]: 0
A[k]: 3	A[2]: 1
	A[3]: 3

x and y passed by name

- Blatantly Substitute the function call with the function body, replacing  $x \leftrightarrow k$  and  $y \leftrightarrow A[k]$   
- Note that A[k] will be evaluated based on what k's value is when A[k] is first used.