

References

```
void myFunction()
{
    int x{1};        //initialize x = 1
    int& refX{x};    //create a reference to x using the & sign

    //---assign values
    x = 2;          //assign the value of 2 to x
    refX = 4;       //assign the value of 4 to x

    int y{refX};    //copies x to a new object named y
}
```

Now look at my PassByValOrRef project.....