

<pre>int tr(int , int &); main() { int x=0, y=2, z, p; while (cin >> y>>z) { p = tr(y,z) + 4; cout << x<<y<<z<<p<<endl; } cout << x <<y<<z<<p; } int tr(int a , int &b) { int r; a = a + 3; b = b + 2; r = a + b; if (r > 15) return(r); else return (a); }</pre>	<p>Input Data: 5 4 6 7</p> <p>Variables</p> <p>Output</p>	<pre>void wt(int &, int); main() { int a, b=4, c; for (a=5;a<7;a++) { cin >>c; wt(c, a); cout << a<<b << c<<endl; } } void wt (int &x, int y) { int c; ++b; c =20; if (x < 6) { x = x + 5; return; } x=x + 10; cout <<"done"; }</pre>	<p>Input Data: 3 8 9 2</p> <p>Variables</p> <p>Output</p>
<pre>int it(int &, int); main() { int a, b, c, d = 6; cin >> a>>b; c = it (a,b) + it(d,b); cout <<a<<b<<c; } int it (int &x, int y) { int p,c; c= a + b; p = c + 5; a = a + c; b = b + y; x = x + 3; y = y - 2; return(p); }</pre>	<p>Input Data: 2 5 3 1</p> <p>Variables</p> <p>Output</p>	<pre>main() { int x[4]; int d,g; for (g=0;g<4;++g) { x[g] = g + 3; } for (g=0;g<4;++g) { x[g] = x[g] + 1; } for (g=0;g<3;++g) { cout <<x[g]<<endl; } }</pre>	<p>Input data; 4 1 2 6</p> <p>Variables</p> <p>Output</p>