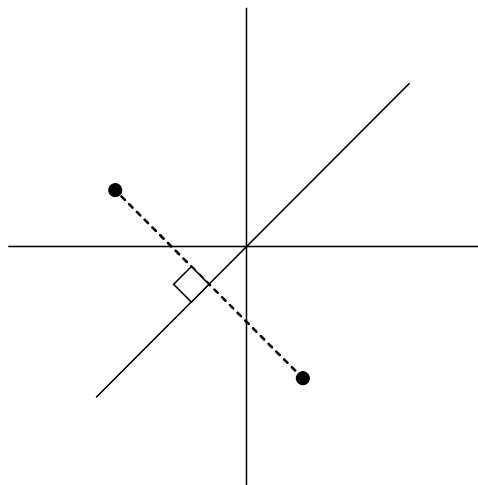


# CSCI 136 C++ programming

## Lab exercise 4

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(a) Consider the concept of a point in a plane given by two coordinates  $x$  and  $y$  (floats). Write a function that computes the symmetry of a point (another point) with respect to the line  $y = x$ . How many parameters should this function take? What are their types? What does it return?



(b) Write a function called `swap` that swaps the values of two integer variables. For instance, it should be used from `main` in the following way:

```
---?--- swap(---?--- x, ---?--- y) {  
  
    . . .  
}  
  
int main() {  
    int a=1;  
    int b=2;  
    swap(---?---, ---?---); //what should go here?  
    cout<<a<<'\n'; //will see 2  
    cout<<b<<'\n'; //will see 1  
}
```

