

3. State which calling convention / parameter passing mode is being used and what gets printed:

Reduced-C

```
int a, b, c;

function : int fool ( int d, int & e )
{
    d = 5;           Parameter passing mode for d _____
    e = 14;         Parameter passing mode for e _____
    return d + e + c;
}

function : int main()
{
    a = 21;
    b = 46;
    c = fool( a, b );
    cout << "a = " << a << endl;
    cout << "b = " << b << endl;
    cout << "c = " << c << endl;

    return 0;
}
```

Output:
a = _____
b = _____
c = _____

Fill in the blanks of the equivalent C program to simulate the above Reduced-C parameter passing modes (that exposes what the compiler is actually doing to implement these parameter passing modes):

```
int a, b, c;

int fool( _____ d, _____ e )
{
    _____ = 5;
    _____ = 14;

    return _____;
}

int main( void )
{
    a = 21;
    b = 46;
    c = fool( _____ , _____ );
    printf( "a = %d\n", a );
    printf( "b = %d\n", b );
    printf( "c = %d\n", c );

    return 0;
}
```

What question would you like to see on the Final?