

This question tests your knowledge of C++ parameter passing (read the code carefully).

```
class Point {
public:
    int x, y;
    Point() { x = 0; y = 0; }
};

class Triangle {
public:
    Point vertices[3];
};

void FuncA(int & p1, int & p2) {
    ++p1;
    ++p2;
}

void FuncB(int * p1, int * p2) {
    ++p1;
    ++p2;
}

void FuncC(int p1, int p2) {
    ++p1;
    ++p2;
}

void FuncD(Point vert[3]) {
    for (int j=0; j < 3; ++j) {
        ++vert[j].x;
        ++vert[j].y;
    }
}

void FuncE(Triangle t) {
    FuncD(t.vertices);
}

void main() {
    Point pt;
    Triangle tri;
    FuncA(pt.x, pt.y);
    /* 1 */
    FuncB(&pt.x, &pt.y);
    /* 2 */
    FuncC(pt.x, pt.y);
    /* 3 */
    FuncD(tri.vertices);
    /* 4 */
    FuncE(tri);
    /* 5 */
}
```

(a) What is the value of `pt` when the program reaches `/* 1 */` (just after the call to `FuncA`)?

(b) What is the value of `pt` when the program reaches `/* 2 */` (just after the call to `FuncB`)?

(c) What is the value of `pt` when the program reaches `/* 3 */` (just after the call to `FuncC`)?

(d) What is the value of `tri` when the program reaches `/* 4 */` (just after the call to `FuncD`)?

(e) What is the value of `tri` when the program reaches `/* 5 */` (just after the call to `FuncE`)?

