

Value Parameters:

```
string Mascot(string university);
. . .
cout << Mascot(school) << endl;
```

1. Allocate adequate space for parameter `university` to hold argument:



2. Copy argument into this space:



Reference

```
string Mascot(string & university);  
.  
cout << Mascot(school) << endl;
```

university is an alias for its argument school:

```
school [ ] n [ ] i [ ] t [ ] e [ ] ----- university
```

Danger

a reference parameter changes the binding argument.

```
school [ ] l [ ] i [ ] n [ ] s [ ] ----- university
```

Solution

const reference parameter:

```
string Mascot(const string & university);
```