

Returning Pointers and References

A variable containing an instance of an object:

```
15 Cube joinCubes(const Cube &s1, const Cube &s2)
```

A reference variable of a Cube object:

```
15 Cube &joinCubes(const Cube &s1, const Cube &s2)
```

A variable containing a pointer to a Cube object:

```
15 Cube *joinCubes(const Cube &s1, const Cube &s2)
```