

Parameter Passing Properties

	By Value <code>void foo(Cube a) { ... }</code>	By Value (Pointer) <code>void foo(Cube *a) { ... }</code>	By Reference <code>void foo(Cube &a) { ... }</code>
Exactly what is copied when the function is invoked?			
Does modification of the passed in object modify the caller's object?			
Is there always a valid object passed in to the function?			
Speed			
Programming Safety			