

# Parameter Passing Properties

	<b>By Value</b> <code>void foo(Cube a) { ... }</code>	<b>By Value (Pointer)</b> <code>void foo(Cube *a) { ... }</code>	<b>By Reference</b> <code>void foo(Cube &amp;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			