

Constant Reference parameters

Constant reference parameters allow the programmer to protect data sent to a function, so that can not be altered by the function, but the data is not copied or created in the stack like a value parameter. The address of the actual parameter is sent, not the function is not allowed to change the object.

We use constant reference parameters with structs, classes, and arrays. Constant reference parameters are not needed with simple data types, ints, doubles, chars and bools.

Here is an example:

```
typedef apvector<int> List

void Print(const List & x);
// x cannot be changed by this function
// not does this function create another List object, in fact
// x is the address of the actual parameter (just like a reference parameter!)
```