**Tracking Reference**

**C# version:**

|  |  |
| --- | --- |
| **Ex14-03CS.cs** | |
| **Line#** | **Code** |
| 1  2  3  4  5  6  7  8  9  10  11  12  13  14  15  16  17  18  19  20  21  22  23  24  25  26  27  28  29  30  31  32  33  34 | using System;  namespace Ex14\_03CS {  class X {  public string Name;  public X(string name) {  Name = name;  }  public override string ToString() {  return Name;  }  }  class Test {  public static void M1(X x) {  x.Name = "ABC";  x = new X("M1");  }  public static void M2(ref X x) {  x.Name = "XYZ";  x = new X("M2");  }  }  class Program {  static void Main(string[] args) {  Console.WriteLine("Parameter Passing in C#");  X a = new X("A");  Test.M1(a);  Console.WriteLine("1:{0}", a);  Test.M2(ref a);  Console.WriteLine("2:{0}", a);  Console.ReadKey();  }  }  } |

**C++ CLR version:**

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| **Ex14-03CPP.cpp** | |
| **Line#** | **Code** |
| 1  2  3  4  5  6  7  8  9  10  11  12  13  14  15  16  17  18  19  20  21  22  23  24  25  26  27  28  29  30  31  32  33  34  35 | #include "pch.h"  using namespace System;  ref class X {  public:  String^ Name;  X(String^ name) {  Name = name;  }  virtual String^ ToString() override {  return Name;  }  };  class Test {  public:  static void M1(X^ x) {  x->Name = "ABC";  x = gcnew X("M1");  }  static void M2(X^% x) {  x->Name = "XYZ";  x = gcnew X("M2");  }  };  int main(array<System::String ^> ^args){  Console::WriteLine("Parameter Passing in C++");  X^ a = gcnew X("A");  Test::M1(a);  Console::WriteLine("1:{0}", a);  Test::M2(a);  Console::WriteLine("2:{0}", a);  Console::ReadKey();  return 0;  } |