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// This program uses reference variables as function parameters.
#include <iostream>
using namespace std;

// Function prototypes. Both functions use reference variables
// as parameters.
void doubleNum(int &);
void getNum(int &);

int main()
{
    int value;

    // Get a number and store it in value.
    getNum(value);

    // Double the number stored in value.
    doubleNum(value);

    // Display the resulting number.
    cout << "That value doubled is " << value << endl;
    return 0;
}

//*****
// Definition of getNum. *
// The parameter userNum is a reference variable. The user is *
// asked to enter a number, which is stored in userNum. *
//*****

void getNum(int &userNum)
{
    cout << "Enter a number: ";
    cin >> userNum;
}

//*****
// Definition of doubleNum. *
// The parameter refVar is a reference variable. The value *
// in refVar is doubled. *
//*****

void doubleNum (int &refVar)
{
    refVar *= 2;
}

```