

## Functions, Pass by Reference and Default Parameters

This homework will demonstrate the use of pass by reference and default parameters with functions. We will use default parameters to let a print vector function print in reverse.

### Requirements

- You will be using the following 2 functions to load a vector with random values in the range of 100 and print that vector using pass by reference:

```
// Load vector with indicated number of values from 0 to range-1
vector<int> loadVector(int numValues, int range) {
    vector<int> values;
    for (int i = 0; i < numValues; i++) {
        int val = rand() % range;
        values.push_back(val);
    }
    sort(values.begin(), values.end());
    return values;
}
// print vector with indicated number of values from 0 to range-1
void printVector(const vector<int>& nums) {
    for (int i = 0; i < nums.size(); i++) {
        cout << nums.at(i) << endl;
    }
    cout << endl << endl;
}
```

- Include following header files `<vector>`, `<ctime>` and `<algorithm>`
- Create 2 **constant global int variables** called `NUM_VALUES = 10`, and `RANGE = 100`
- Create a random seed based on time in the `main()` method for the random number generator using function `srand(time(NULL))`;
- Create necessary function calls in `main()` for `loadVector(NUM_VALUES, RANGE)` and `printVector(nums)`; Note that `vector<int> nums` is returned from the `loadVector` method.
- Create another `printVector` function to take a default boolean parameter called `reverse`. Add necessary function call in `main()`. Set your default value for the function to `false`.
  - When `reverse` is `false`, the vector is printed from index 0 to index `size()-1`
  - When `reverse` is `true`, the vector is printed from index `size()-1` to 0
  - Hint: When printing reverse `nums.at(nums.size()-1 -i)` can be used.
- Make sure you have your name and Bronco ID in the header comment
 

```
/* Name: Jane-Joe
 * Bronco ID: 12345678
 * Sources of Help: Jon Doe helped me with.....
 */
```