

Give em the 'Ol Switcheroo

For each function call in the main method, write out the x and y values of both foobar and baz after executing that line. (Spring '15, MT1)

```
1 public class Foo {
2     public int x, y;
3
4     public Foo (int x, int y) {
5         this.x = x;
6         this.y = y;
7     }
8     public static void switcheroo (Foo a, Foo b) {
9         Foo temp = a;
10        a = b;
11        b = temp;
12    }
13    public static void fliperoo (Foo a, Foo b) {
14        Foo temp = new Foo(a.x, a.y);
15        a.x = b.x;
16        a.y = b.y;
17        b.x = temp.x;
18        b.y = temp.y;
19    }
20    public static void swaperoo (Foo a, Foo b) {
21        Foo temp = a;
22        a.x = b.x;
23        a.y = b.y;
24        b.x = temp.x;
25        b.y = temp.y;
26    }
27
28    public static void main (String[] args) {
29        Foo foobar = new Foo(10, 20);
30        Foo baz = new Foo(30, 40);
31        switcheroo(foobar, baz);    foobar.x: ___ foobar.y: ___ baz.x: ___ baz.y: ___
32        fliperoo(foobar, baz);    foobar.x: ___ foobar.y: ___ baz.x: ___ baz.y: ___
33        swaperoo(foobar, baz);    foobar.x: ___ foobar.y: ___ baz.x: ___ baz.y: ___
34    }
35 }
```