

```

//-----
void localVar() {
    cout << "Begining localVar()" << endl;
    Thing t;
    cout << "About to end localVar()" << endl;
}
//-----
void localWithLoop() {
    cout << "Begining routine localWithLoop()" << endl;
    Thing s;
    for (int i=0; i<3; i++) {
        Thing t;
        cout << "inside pass " << i << " of loop" << endl;
    }
    cout << "About to end routine localWithLoop()" << endl;
}
//-----
void localWithIf() {
    cout << "Begining routine localWithIf()" << endl;
    if (false) {
        Thing a;
    } else {
        Thing b;
    }
    cout << "About to end routine localWithIf()" << endl;
}
//-----
void localWithArray() {
    cout << "Begining routine localWithArray()" << endl;
    Thing group[4];
    cout << "About to end routine localWithArray()" << endl;
}
//-----
void passByVal(Thing param) {
    cout << "Inside routine passByVal()" << endl;
}
//-----
void passByRef(Thing& param) {
    cout << "Inside routine passByRef()" << endl;
}
//-----
int main() {
    cout << "Beginning main." << endl; delay();
    Thing s;
    Thing t;
    delay();

    localVar();
    delay();

    localWithLoop();
    delay();

    localWithIf();
    delay();

    localWithArray();
    delay();

    passByVal(t);
    delay();

    passByRef(t);
    delay();

    cout << "About to end main." << endl; delay();
}

```