WHAT SHOULD I DO?

No, the data is <= 8 bytes (bool, char, int, float, double, and any pointer)

Is the data type large?

Yes, it might be > 8 bytes (string, vector, other STL containers, and custom classes)

Are we returning a local variable from a function?

Yes

RETURN BY COPY

We need to make a copy, even though it's large, because the variable is going out of scope when the function exits.

No

PASS/RETURN BY REFERENCE

Is the function expected to initialize/modify this variable?

Yes, the function is "returning" multiple items through arguments.

Yes, the function is called because it is supposed to modify existing program data.

Yes, the function is providing write access to existing program data.

Yes  I suppose we could pass by copy (but this might look like a bug, and might be incorrectly "fixed" by changing it to pass by reference and introduce errors!)

No

PASS/RETURN BY COPY

Are we returning a local variable from a function?

No

PASS/RETURN BY REFERENCE

Is the function/receiver of this argument or return value allowed to modify the data?

Yes

Wait... is the receiver of this data going to make non permanent edits to the data in doing its calculations? Do we want to make a copy, even though the data is big?

Yes, but we can just make an explicit copy inside the function.

No

PASS/RETURN BY CONST REFERENCE

Yes