struct sysop
{
    char name[26];
    char quote[64];
    int used;
};

sysop & use(sysop & sysopref); // function with a reference return type

int main()
{
    // NOTE: some implementations require using the keyword static
    // in the two structure declarations to enable initialization
    sysop looper =
    {
        "Rick "Fortran" Looper",
        "I'm a goto kind of guy.",
        0
    };

    use(looper);       // looper is type sysop
    cout << looper.used << " use(s)\n";

    use (use(looper)); // use(looper) is type sysop
    cout << looper.used << " use(s)\n";

    sysop morf =
    {
        "Polly Morf",
        "Polly's not a hacker.",
        0
    };
    use(looper) = morf;  // can assign to function!
    cout << looper.name << " says:\n" << looper.quote << '\n';
    return 0;
}