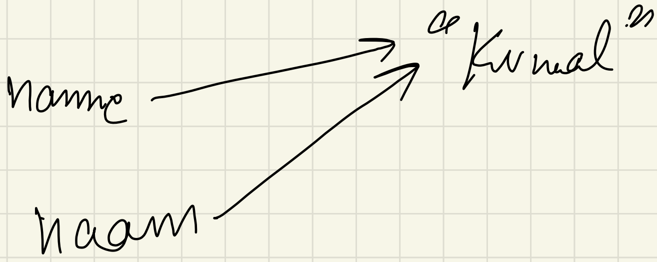
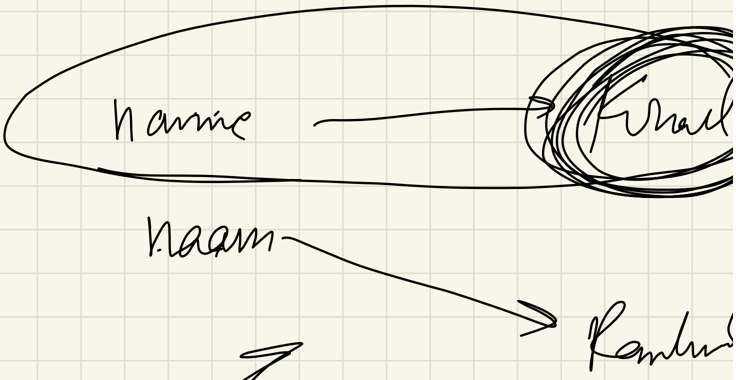
```
main ( ) {
                    object
    name = "Kunal"
    greet(name);          Value
}

greet (naam) {
    print(naam)
}
```



```
psvm(){
  name = Kunal
    change(name)
    print(name)
}
change(naam){
    naam = Rahul   // not changing, creating a new object
}
```

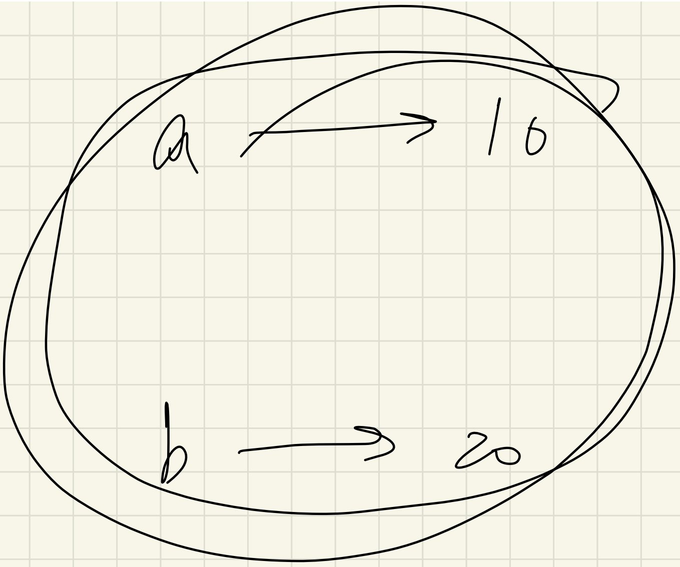


2) ☆ Primitives: int, short, char, byte . . .

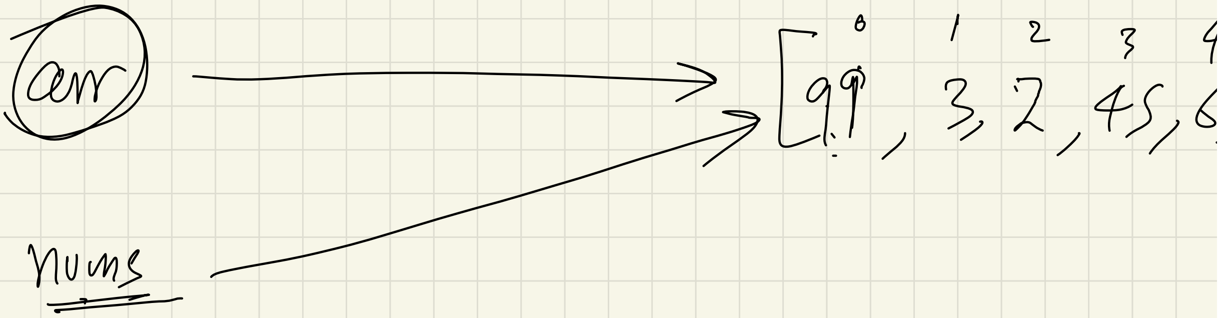
↙ just passing value

☆ objects & stuff : passing value of the ref

```
psvm( ){
    a =10
    b = 20

    swap(a,b)
}

swap(num1, num2){
    temp = num1
    num1 = num2
    num2 = temp
}
```



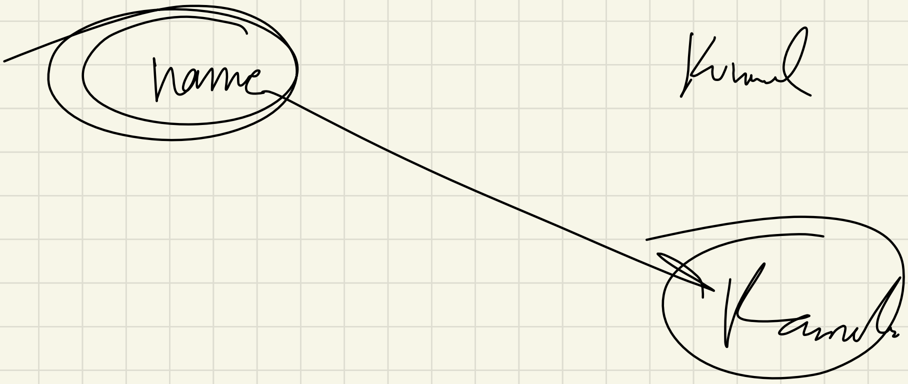
```
temp = 10

num1 = 20
num2 = 10
```



in function :

num[0] = 99

```
ig name = Kunal
 {

     name = Kunal

 }
print(name)
```



$$\begin{tikzcd}[column sep=small] & a = \boxed{153} \arrow[dl] \arrow[d] \arrow[dr] & \\ 1^3 + & 5^3 + & 3^3 \end{tikzcd}$$

$$\begin{array}{r} 125 \\ +\ 27 \\ \hline \boxed{153} \end{array}$$

$$1^3 + 5^3 + 3^3 = 1 + 125 + 27 = \boxed{15}$$

```
a = ~~1~~5~~3~~

while (a > 0) {

        rem = a % 10
        cube = rem
        sum += cube
        a = a / 10

}
```

3^3 $5^3 = 15$