Method Parameters (or Arguments)

- Method *parameters* accept values from the method call
- The data that is passed can be used inside the method (do not use a new declaration)
- The parameter is passed by enclosing it in parentheses in the method call
- Separate multiple parameters by commas, order is important
- Argument names do not necessarily match parameter names

Ex) RightTriangle

```
public class RightTriangle {
      public static void drawBar(int length) { drawBar expects the length
             for (int i = 1; i <= length; i++) {
                   System.out.print("*");
             System.out.println();
      }
      public static void main(String[] args) {
             /* draw a right triangle with base size 6 */
             for (int i = 1; i <= 6; i++) {
                                                        this will make six calls
                   drawbar(i);
                                                        to drawbar, each with
             }
                                                        one more * than the
      }
                                                        last call
}
```

Output of RightTrianlge:

The Return Statement

- A method can return a value
- Use the return type to specify int, double, String, etc.
- Use the return statement to send a value back to the calling statement (only once!)
- Set a variable equal to the method call using =

Example: the cubeOf() method returns the cube of its parameter

```
public class CubeCalculator {
    public static double cubeOf(double x) {
        double xCubed;
        xCubed = x * x * x;
        return(xCubed);
    }
    public static void main(String[] args) {
        double num = 2.0;
        double cube;
        cube = cubeOf(num);
        System.out.println(cube);
        autput: 8
}
```

Programming Exercise:

Create a CountInSpanish application that displays numbers 1 through 10 in Spanish. A method with an int parameter should return the Spanish word for the number passed. A loop structure in the main() method should be used to call the method 10 times, and display the words.

```
FYI:
```

```
1 - \text{uno}, 2 - \text{dos}, 3 - \text{tres}, 4 - \text{cuatro}, 5 - \text{cinco}, 6 - \text{seis}, 7 - \text{siete}, 8 - \text{ocho}, 9 - \text{nueve}, 10 - \text{diez}
```

Submit your source code to the Google Doc "ICS4U – Activity Submission Form"