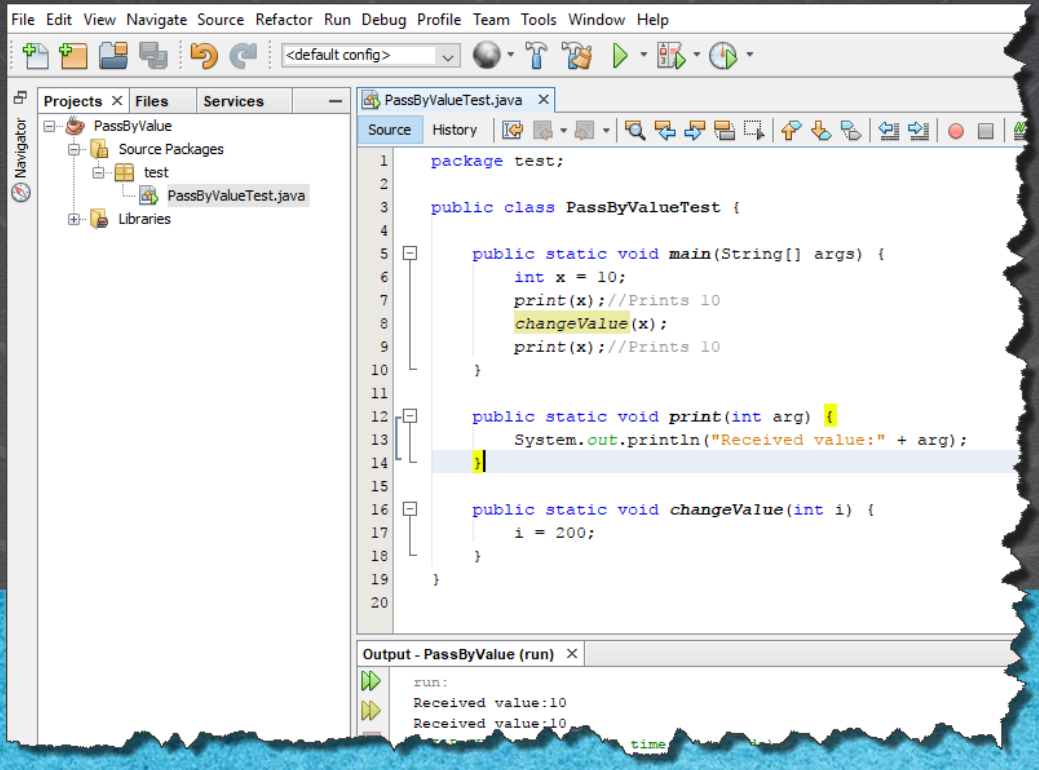
EXERCISE

PASS BY VALUE

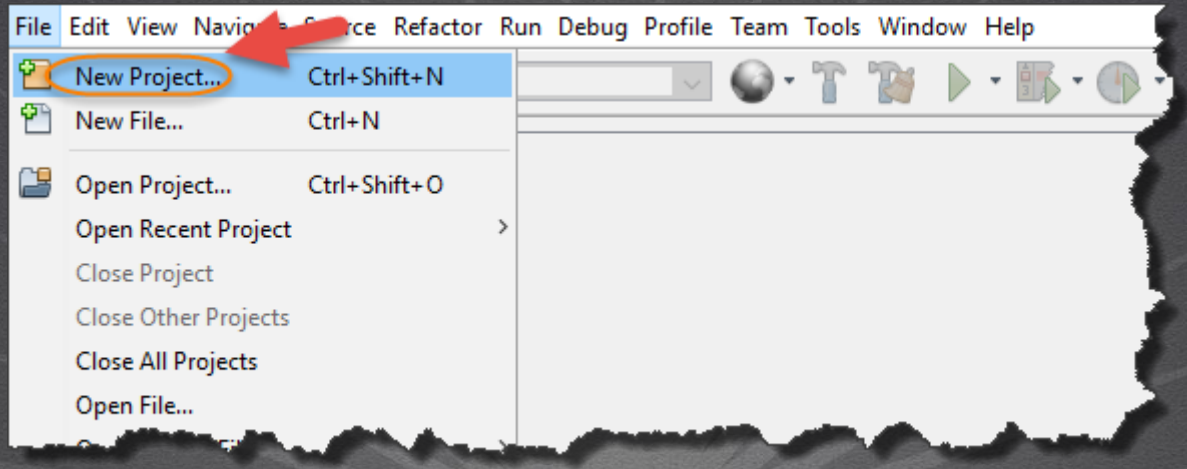
EXERCISE OBJECTIVE

Create the PassByValue exercise. At the end we should observe the following :



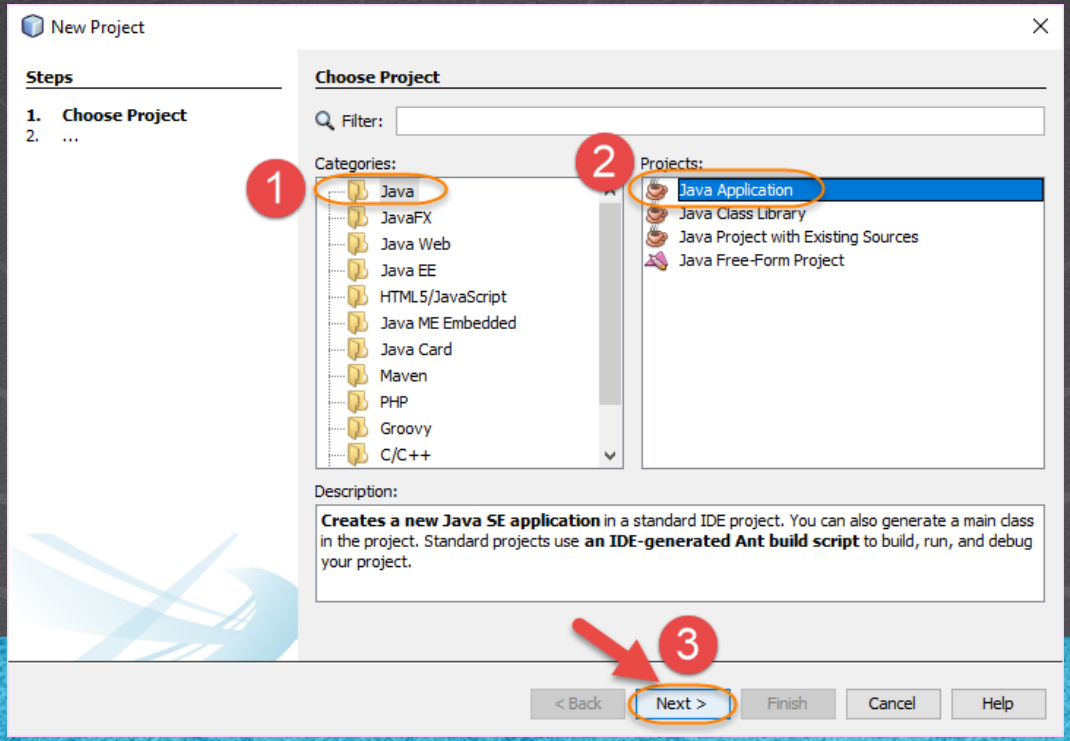
1. CREATE A PROJECT

We are going to create the PassByValue project.
Click on File -> New Project:



1. CREATE A PROJECT

Select Java -> Java Application and click on Next:



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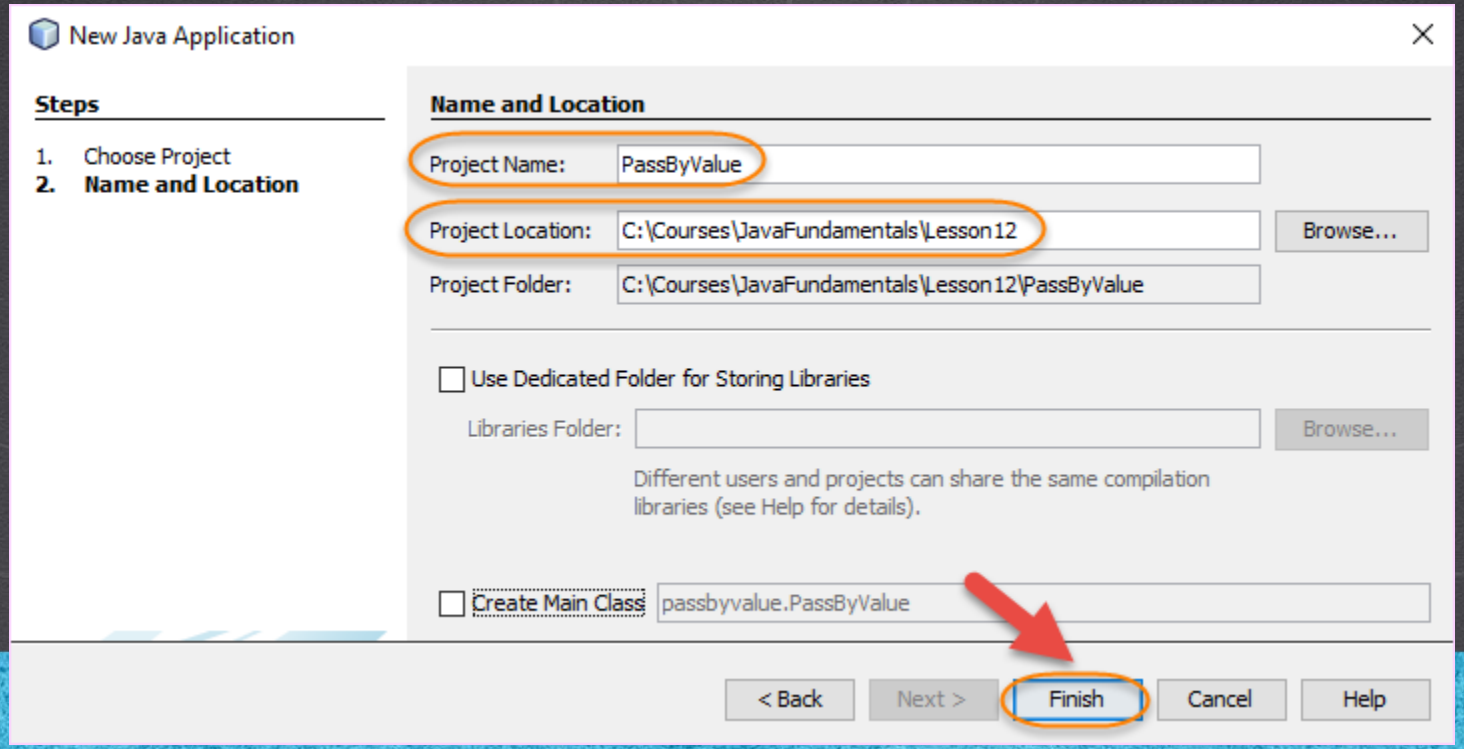
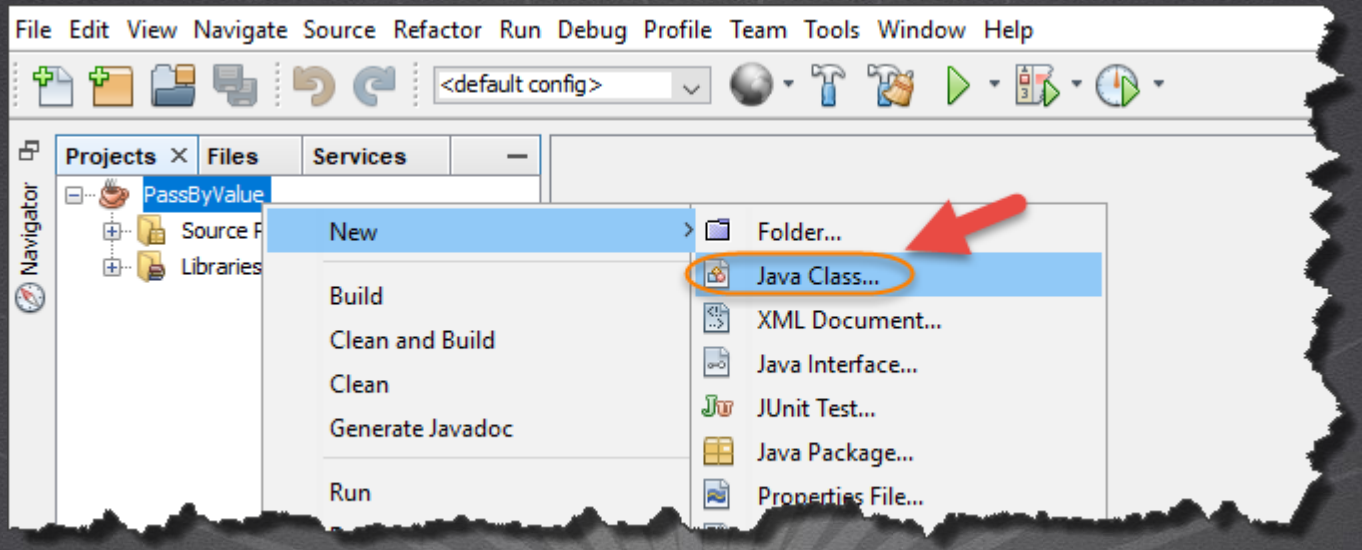


2. CREATE A CLASS

Create a new Class:



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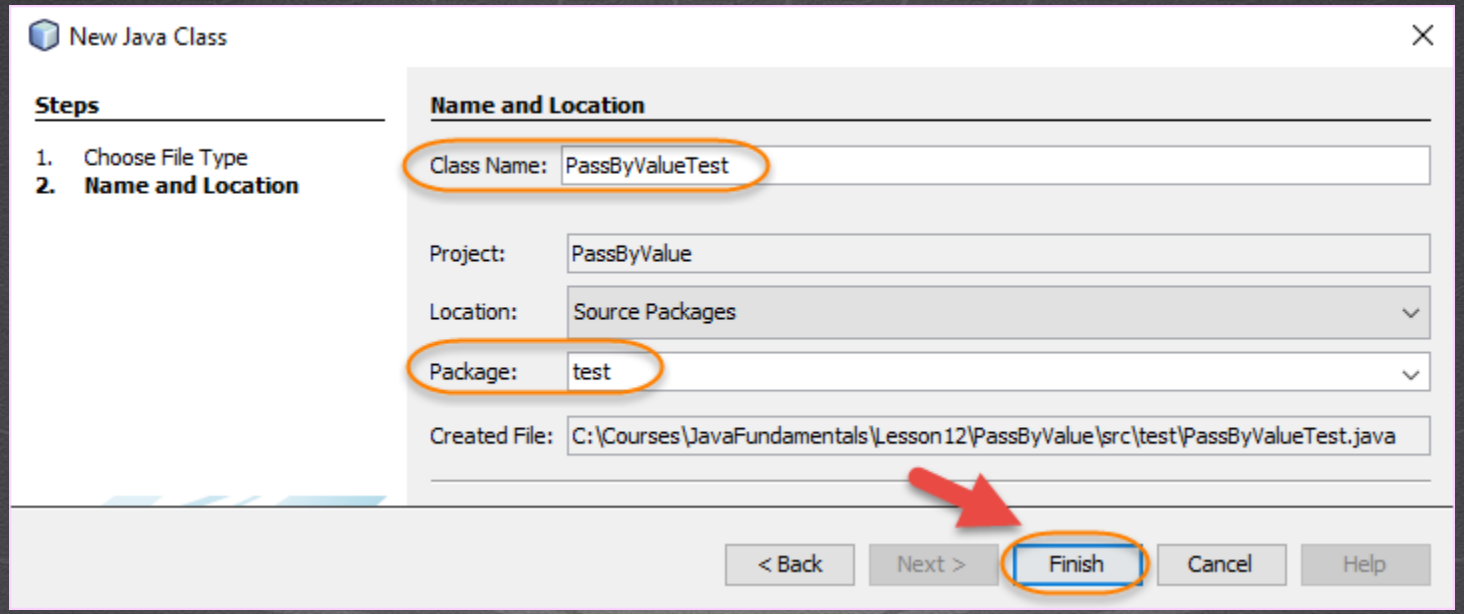


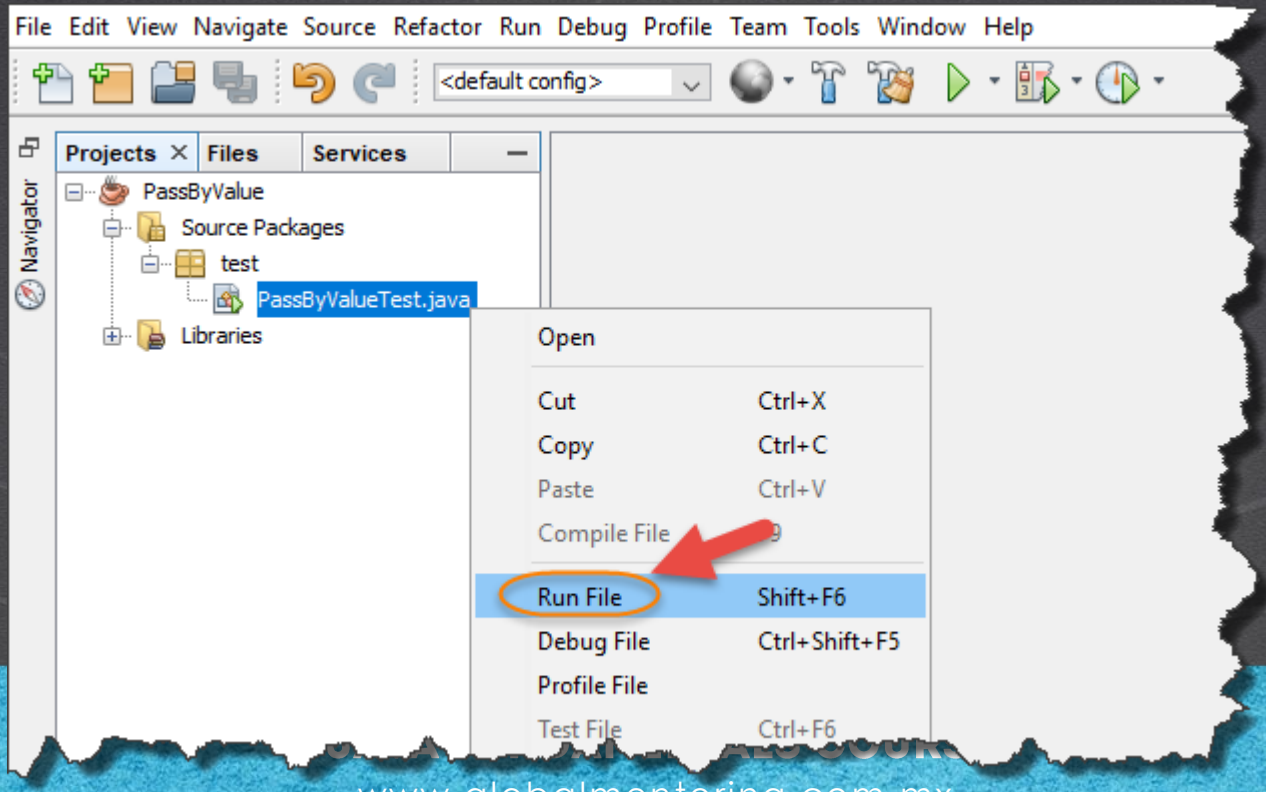
3. MODIFY THE CODE

PassByValue.java:

```
package pasoporvalor;

public class PasoPorValor {

    public static void main(String[] args) {
        int x = 10;
        imprimir(x);//Imprime 10
        cambiarValor(x);
        imprimir(x);//Imprime 10
    }

    public static void cambiarValor(int i){
        i=200;
    }

    public static void imprimir(int arg){
        System.out.println("Valor recibido:" + arg);
    }
}
```

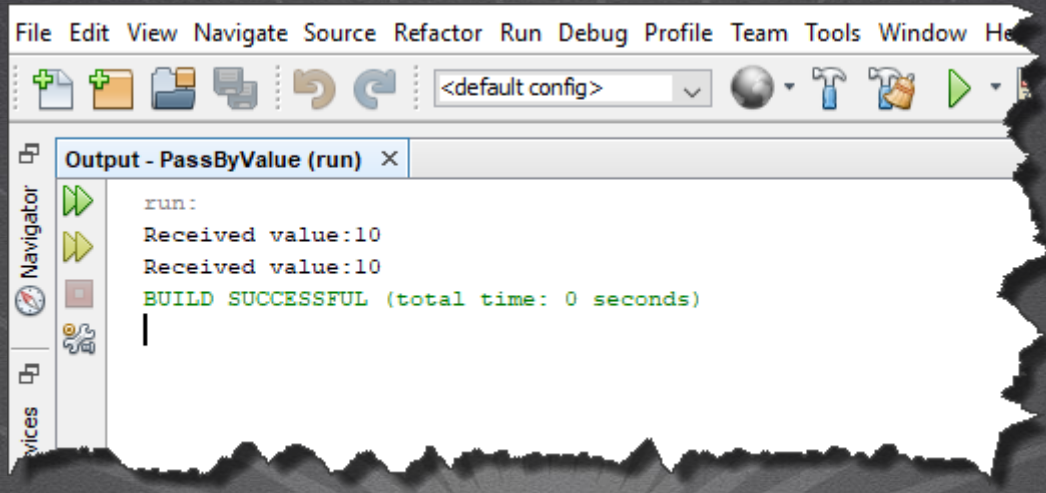
4. EXECUTE THE PROJECT

Run the project:



4. EXECUTE THE PROJECT (CONT)

The result is as follows:



EXERCISE CONCLUSION

- With this exercise we have put into practice the issue of passing parameters by value.

- As we saw, the primitive types only pass a copy of their value, and it is not possible to modify the original value from another method, only from the same method.

- In the next lesson we will see the topic of passing parameters by reference.

ONLINE COURSE

JAVA FUNDAMENTALS

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