2.3 Methods

Program:

package method\_calling\_techniques;

public class CallByValueAndRef {

int data = 100;

static void callByValueFunc(int a) {

a = a + 10;

}

static void callByRefFunc(CallByValueAndRef objparam) {

objparam.data = 99;

}

public static void main(String[] args) {

int a = 12;

*callByValueFunc*(a);

//the value of a is unchanged

System.***out***.println("The value of a is: "+a);

CallByValueAndRef obj = new CallByValueAndRef();

*callByRefFunc*(obj);

//the value of obj.data is changed because they share the same reference

System.***out***.println("The value of a is: "+obj.data);

}

}