Being that most of my familiarity is with Java, I would say that it is near the bottom of that list for its effectiveness in passing parameters. Since Java only uses call by value, so when the value is called, only the reference pointer being called it is changed. While passing parameters that way can protect the initial value, the downside I see to this is the confusion that can arise since the new reference pointer still points to the original object.

C++ would be the language I would see with the best approach. It allows for both pass-by-value and pass-by-reference while also allowing constant parameters and default parameters. Experiencing some of the confusion that I have come across while coding in Java, I do the parameters that C++ allows. Although I am not very familiar with C++, I am excited to dive more into it for the final project.

Hello Devin,

I am always interested to see what people who are in the software field experience as I learn more reading discussions from them as I do from the learning material. Your reason #2 is very intriguing as I have come across a few situations where it would be more beneficial to have a variable amount of arguments. In my next project involving C, I will sure give this a try. Thank you for the info!

-Dan