Define Parameters

Remember calling methods with arguments, like Math.Min(3, 4)? Methods that you define can use arguments as well, making them more versatile and useful.

While we are defining our method, we don't know the actual argument values that will be used when calling the method. But we do know the expected data type and how it will be used. We can use this information to define a *parameter*, which sort of works like a variable within a method. Imagine it as a placeholder for the actual argument value.

```
static void YourMethodName(string identity)
{
   Console WriteLine(identity);
}
```

The YourMethodName() method now has one parameter named identity of type string.

Separate multiple parameters with commas:

```
static void YourMethodName(string identity, int age)
{
  Console WriteLine($"{identity} is {age} years old.");
}
```

When you call your method, the values to be used for each parameter are called *arguments*. In this case "Yoda" and 900 are arguments for the identity and age parameters.

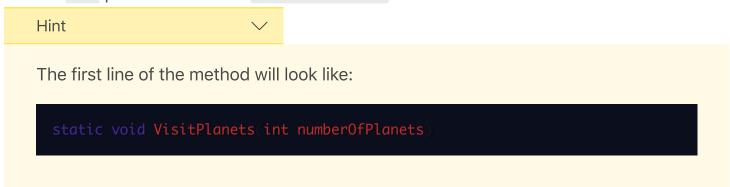
```
YourMethodName("Yoda", 900);
```

✓Instructions

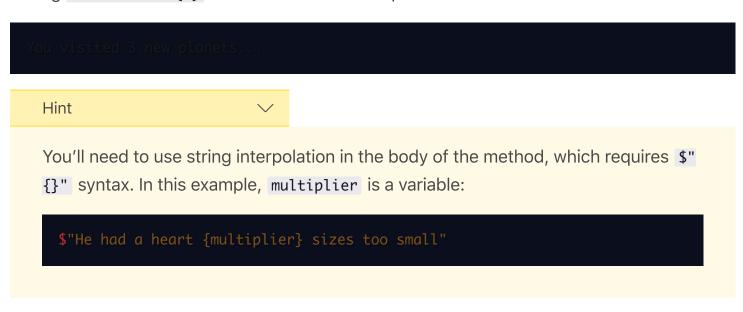
1.

The VisitPlanets() method has been re-written for you here.

Add an int parameter named numberOfPlanets to the method.



2. Change the method body so that it uses the parameter. If someone were to call your method, it should print how many planets they visited. For example, calling VisitPlanets(3) would cause this to be printed:



3. Call VisitPlanets() three times in Main() with different arguments.