

Passing Parameters

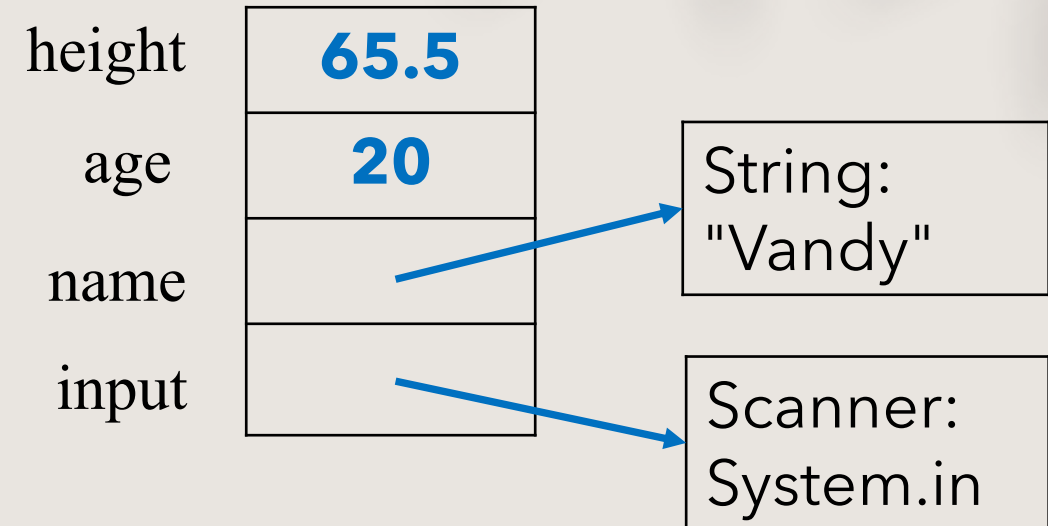
zyBook Chap 3.2, 3.3

Data – <type> <name>

- For **primitive** data types, **values** are stored.
- For **objects**, **references** to objects are stored.

Example:

```
double height = 65.5;  
int age = 20;  
String name = "Vandy";  
Scanner input = new Scanner(System.in);
```



Passing Parameters

- When a **primitive** data type is passed as a parameter
 - the **value** is copied
 - "pass by value"
- When an **object** is passed as a parameter
 - the **reference** is copied
 - "pass by reference"

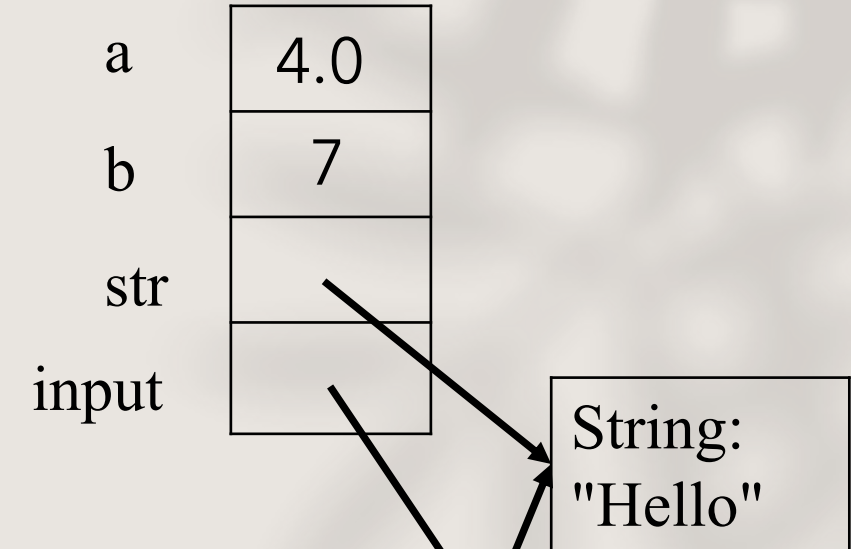
```
import java.util. Scanner;
```

```
public class Mystery {
```

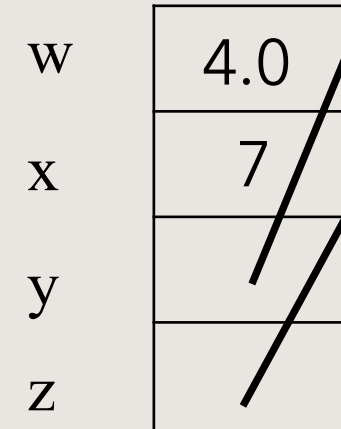
```
    public static void main (String[] args) {  
        double a = 4.0;  
        int b = 7;  
        String str = "Hello";  
        Scanner input = new Scanner(System.in);  
        mystery(a, b, str, input);  
    }
```

```
    public static void mystery (double w, int x, String y, Scanner z) {  
        //.....  
    }
```

main



mystery



Scope

- The scope of a variable or a constant is the **portion of the code** that it is **visible**.
- A variable or constant is visible **from** the time it is **declared** **until** the **closing curly brace** (**}**).
 - A variable or constant declared in a method is only visible for that execution of the method.
 - The scope of **parameters** is the method.

Scope

```
import java.util. Scanner;

public class Mystery {

    public static void main (String[] args) {
        double a = 4.0;    // The scope of a starts here
        int b = 7;         // The scope of b starts here
        String str = "Hello";    // The scope of str starts here
        Scanner input = new Scanner(System.in);    // The scope of input starts here
        mystery(a, b, str, input);
    } // The scope of a, b, str, and input ends here

    public static void mystery (double w, int x, String y, Scanner z) {
        //... Scope of w, x, y, z ...
    }
}
```

Q: What's the exact output of the following code?

```
public class ParameterMystery {  
    public static void main(String[] args) {  
        int a = 4;  
        int b = 7;  
        int c = -2;  
  
        mystery(a, b, c);    // mystery(4, 7, -2);  
        mystery(c, 3, a);  
        mystery(a + b, b + c, c + a);  
    }  
                                c = 4, a = 7, b = -2  
    public static void mystery(int c, int a, int b) {  
        b -= 2;                // b -= 2  
        c = a + 5;              // c = 7 + 5  
        a -= b;                 // a -= -4  
        System.out.println(b + " + " + c + " = " + a);  
    }  
                                // -4 + 12 = 11  
}
```


Q: What's the exact output of the following code?

```
public class ParameterMystery {  
    public static void main(String[] args) {  
        int a = 4;  
        int b = 7;  
        int c = -2;  
  
        mystery(a, b, c);    // mystery(4, 7, -2);  
        mystery(c, 3, a);    // mystery(-2, 3, 4);  
        mystery(a + b, b + c, c + a);    // mystery(11, 5, 2);  
    }  
  
    public static void mystery(int c, int a, int b) {  
        b -= 2;  
        c = a + 5;  
        a -= b;  
        System.out.println(b + " + " + c + " = " + a);  
    }  
}
```

```
$ javac ParameterMystery.java  
$ java ParameterMystery  
-4 + 12 = 11  
2 + 8 = 1  
0 + 10 = 5
```


TopHat

```
public class PassingParam {  
  
    public static void main(String [] args) {  
        int x = 3;  
        int y = 2;  
        doTheThing(y, x);    // doTheThing(2, 3);  
    }  
  
    public static void doTheThing(int x, int y) {  
        // Hence, x is 2, y is 3  
        x = y - 1;    // x = 3 - 1;  
        y = x + 1;    // y = 2 + 1;  
        System.out.println(x + " " + y);  
    }  
}
```

A diagram with two green arrows. One arrow starts at the number '2' in the comment '// doTheThing(2, 3);' in the main method and points to the parameter 'x' in the doTheThing method signature. The other arrow starts at the number '3' in the same comment and points to the parameter 'y' in the doTheThing method signature.

```
$ javac PassingParam.java  
$ java PassingParam  
2 3
```

Scanner as a Parameter

Scanner as Parameter

- You should only have **one Scanner** for console input.
- If you need to use the console Scanner in multiple methods, it should be passed as a parameter.
 - The parameter is passed by reference.

Code Example

```
import java.util.Scanner;

public class CourseInfo {
    public static void main(String[] args) {

        Scanner input = new Scanner(System.in);

        System.out.print("Enter course: ");
        String course = input.next();

        System.out.print("Enter credit hours: ");
        int creditInt = input.nextInt();

        System.out.println "[" + course + " ] "
                               + creditInt + " credit hours");
    }
}
```

NOTE:

When passed as a parameter, though it's the SAME Scanner, it could be named differently in each method.

```
import java.util.Scanner;

public class CourseInfoMethod {
    public static void main(String[] args) {

        Scanner input = new Scanner(System.in);

        String course = getCourse(input);

        int creditInt = getHours(input);

        System.out.println "[" + course + " ] "
                               + creditInt + " credit hours");
    }

    /**
     * Reads in and returns the course name entered by the user
     * @param console input scanner
     * @return course name
     */
    public static String getCourse(Scanner console) {
        System.out.print("Enter Course: ");
        return console.next();
    }

    /**
     * Reads in and returns the number of credit hours entered by the user
     * @param scnr input scanner
     * @return credit hours
     */
    public static int getHours(Scanner scnr) {
        System.out.print("Enter credit hours: ");
        return scnr.nextInt();
    }
}
```

Coding Practice

[Starter Code →](#)

A farm sells organic brown eggs to local customers. They charge \$3.25 for a dozen eggs, or 45 cents for individual eggs that are not part of a dozen.

Write a class called **Eggs** that

1. prompts the user for the number of eggs in the order, and then
2. Displays the amount owed with a full explanation in the following format

(NOTE: keep 2 decimal places for total):

```
$ javac Eggs.java
$ java Eggs
How many eggs would you like to buy? 27
You ordered 27 eggs. That is 2 dozen at $3.25 per dozen
and 3 loose eggs at 45 cents each for a total of $7.85.
```

```
import java.util.Scanner;

public class Eggs {

    public static final double DOZEN_PRICE = 3.25;
    public static final double LOOSE_PRICE = 0.45;

    public static void main(String[] args) {
        Scanner input = new Scanner(System.in);
        int numEggs = getNumEggs(input);
        calcPrice(numEggs);
    }

    public static int getNumEggs(Scanner input) {
        System.out.print("How many eggs would you like to buy? ");
        return input.nextInt();
    }

    public static void calcPrice(int numEggs) {
        int numDozenEggs = numEggs / 12;
        int numLooseEggs = numEggs % 12;
        double totalPrice = numDozenEggs * DOZEN_PRICE + numLooseEggs * LOOSE_PRICE;

        System.out.printf("You ordered %d eggs. That is %d dozen at $%.2f per dozen\n",
            numEggs, numDozenEggs, DOZEN_PRICE);
        System.out.printf("and %d loose eggs at %.0f cents each for a total of $%.2f.\n",
            numLooseEggs, LOOSE_PRICE * 100, totalPrice);
    }
}
```

Sample Solution