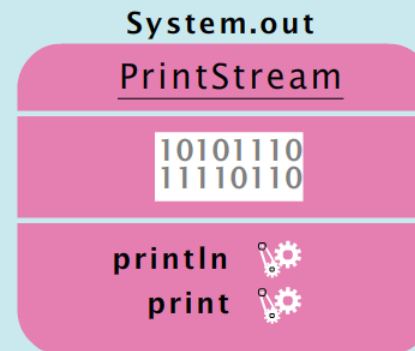
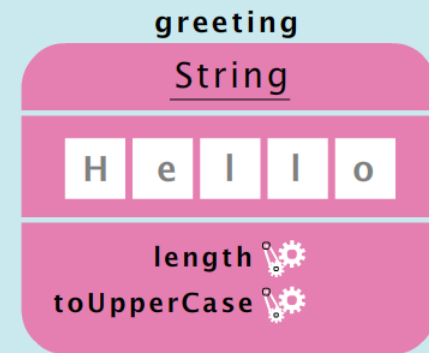
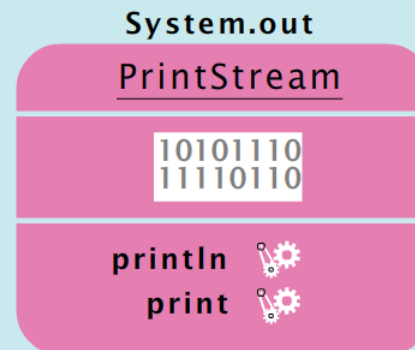
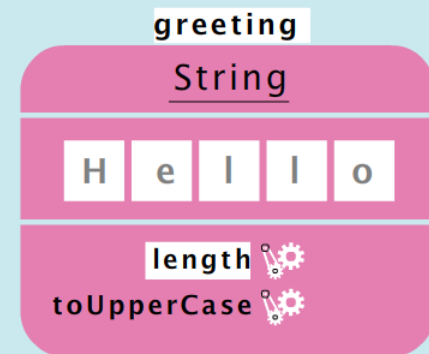


```
System.out.println(greeting.length());
```



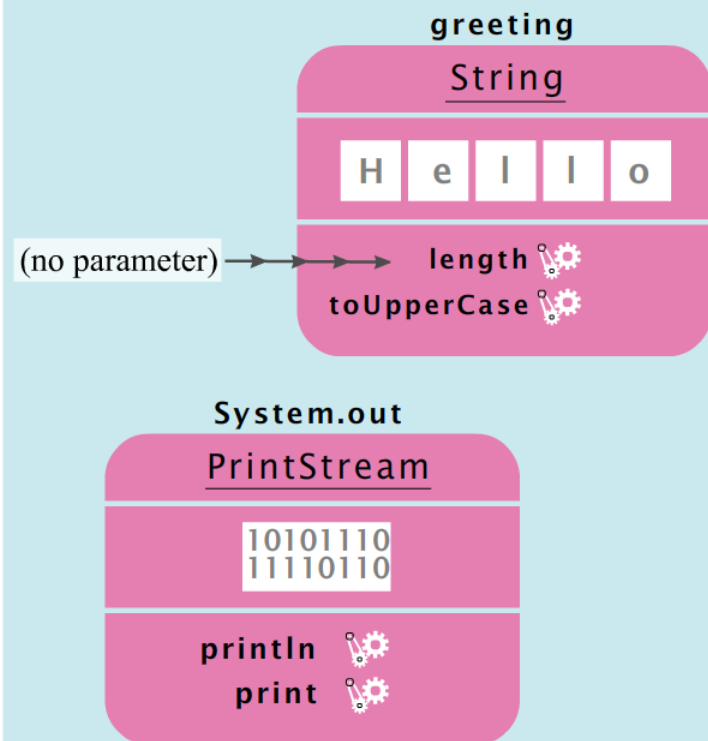
This animation demonstrates parameter passing.

```
System.out.println(greeting.length());
```



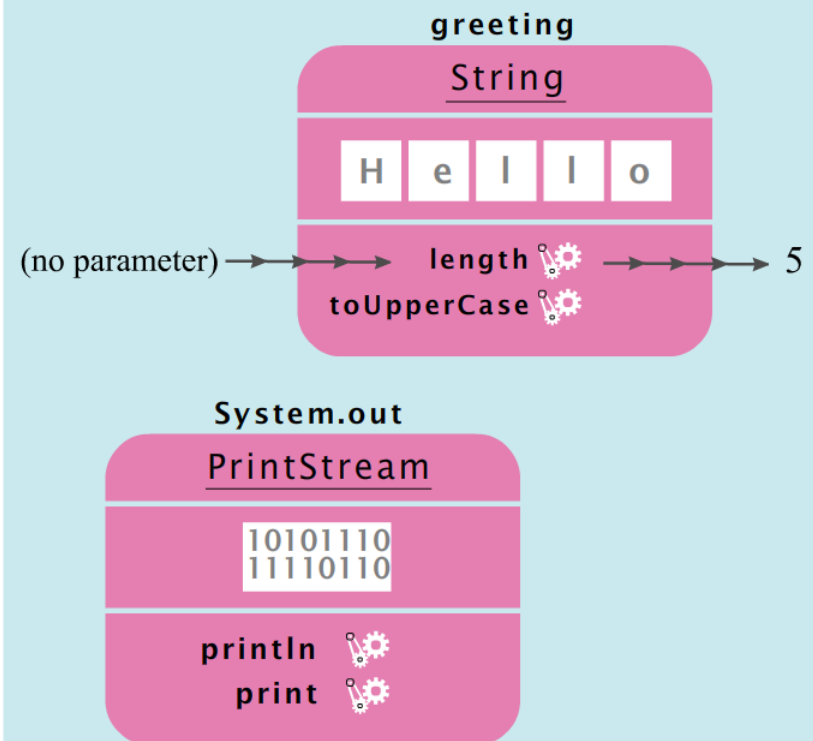
First, we call the `length` method on the `String` object (`greeting`).

```
System.out.println(greeting.length());
```



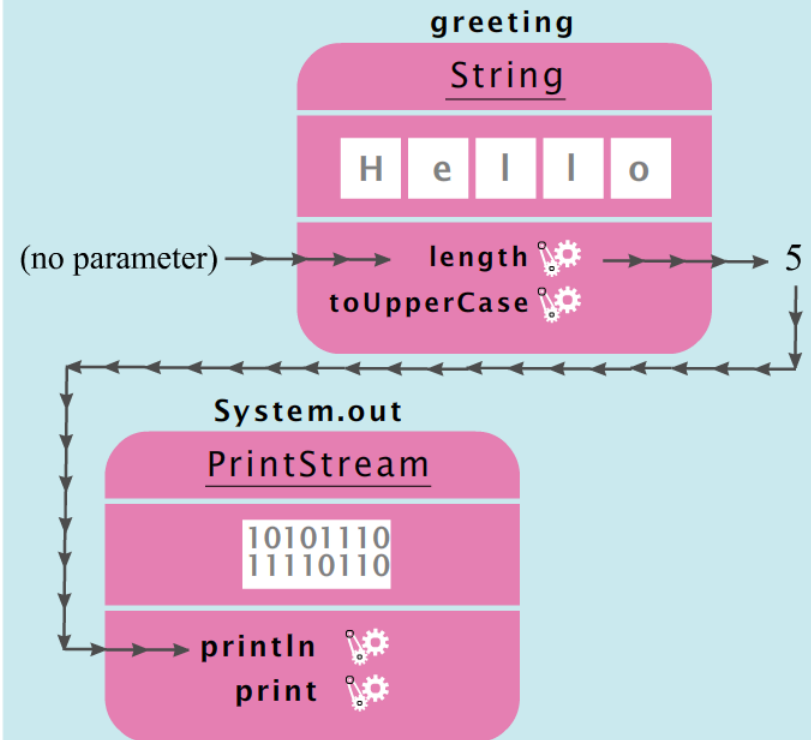
This method takes no parameters.

```
System.out.println(greeting.length());
```



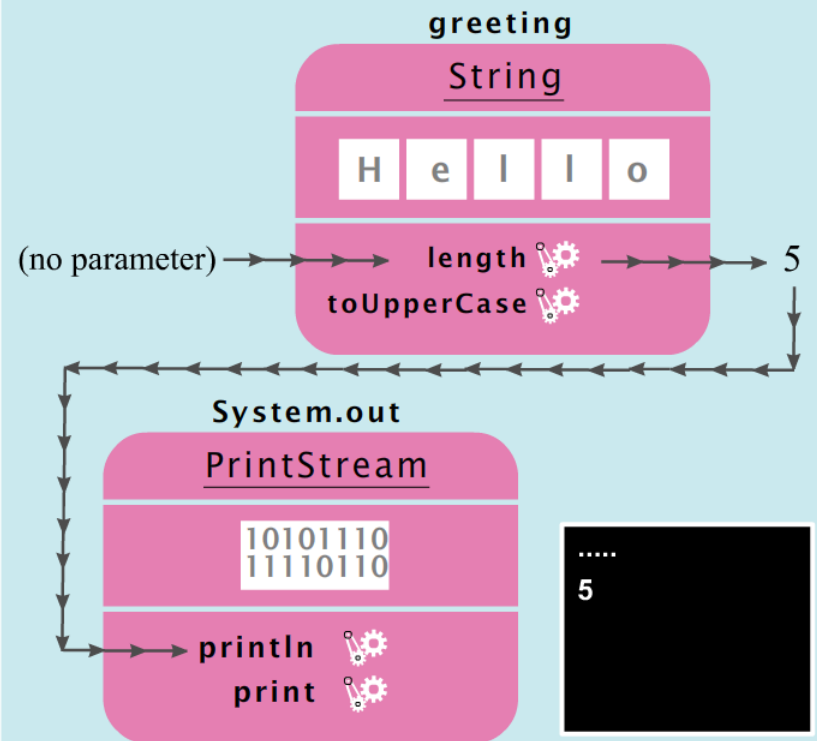
The **length** method returns 5, the length of the string "Hello".

```
System.out.println(5);
```



The value 5 becomes the parameter of the `println` method.

```
System.out.println(5);
```



The `println` method causes the value 5 to appear in the console window. It does not return a value.