**Use methods with parameters**

This time, we have 2 classes working together. Code from 15th YouTube video:

1st class named apples.java:

**import** java.util.Scanner;

**class** apples{

**public** **static** **void** main(String args[]){

Scanner input = **new** Scanner (System.*in*);

Tuna AnObjectFromTuna = **new** Tuna ();

System.*out*.println("Enter your name here: ");

String name = input.nextLine();

AnObjectFromTuna.simpleMessage(name);

}

}

2nd class named Tuna.java:

**public** **class** Tuna {

**public** **void** simpleMessage(String name){

System.*out*.println("Hello " + name);

}

}

The result is :

(1 )Enter your name.

(2) (You enter your name…).

(3) Hello (your typed name).

(Scanner input = **new** Scanner (System.*in*);) makes the scanner usable. Same goes for (Tuna tunaObject = **new** Tuna ();).