

# Parameters and Methods

Based on slides by Chand John.

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[https://www.cs.utexas.edu/~scottm/cs312/handouts/slides/  
topic7\\_parameters.pdf](https://www.cs.utexas.edu/~scottm/cs312/handouts/slides/topic7_parameters.pdf)

# Redundant recipes

- ▶ Recipe for baking **20** cookies:
  - Mix the following ingredients in a bowl:
    - **4** cups flour
    - **1** cup butter
    - **1** cup sugar
    - **2** eggs
    - **40** oz. chocolate chips ...
  - Place on sheet and Bake for about **10** minutes.
  
- ▶ Recipe for baking **40** cookies:
  - Mix the following ingredients in a bowl:
    - **8** cups flour
    - **2** cups butter
    - **2** cups sugar
    - **4** eggs
    - **80** oz. chocolate chips ...
  - Place on sheet and Bake for about **10** minutes.

# Parameterized recipe

- ▶ Recipe for baking **20** cookies:
  - Mix the following ingredients in a bowl:
    - 4 cups flour
    - 1 cup sugar
    - 2 eggs
    - ...
- ▶ Recipe for baking **N** cookies:
  - Mix the following ingredients in a bowl:
    - **N/5** cups flour
    - **N/20** cups butter
    - **N/20** cups sugar
    - **N/10** eggs
    - **2N** oz. chocolate chips ...
  - Place on sheet and Bake for about 10 minutes.
- ▶ **parameter**: A value that distinguishes similar tasks.

# Redundant figures

- Consider the task of printing the following lines/boxes:

\* \* \* \* \*

\* \* \* \* \*

\* \* \* \* \*

\* \* \* \* \*

\* \* \*

\* \* \* \* \*

\* \* \* \* \*

\* \*

\* \*

\* \* \* \* \*

# A redundant solution

```
public class Stars1 {
    public static void main(String[] args) {
        lineOf13();
        lineOf7();
        lineOf35();
        box10x3();
        box5x4();
    }

    public static void lineOf13() {
        for (int i = 1; i <= 13; i++) {
            System.out.print("*");
        }
        System.out.println();
    }

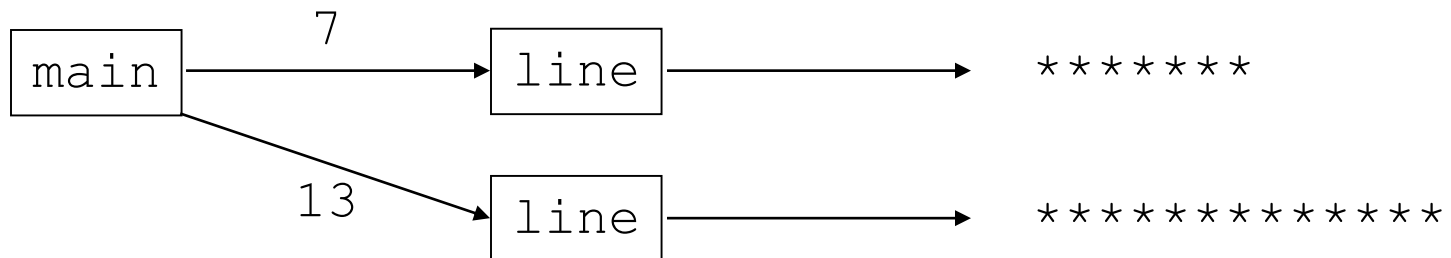
    public static void lineOf7() {
        for (int i = 1; i <= 7; i++) {
            System.out.print("*");
        }
        System.out.println();
    }

    public static void lineOf35() {
        for (int i = 1; i <= 35; i++) {
            System.out.print("*");
        }
        System.out.println();
    }
    ...
}
```

- This code is redundant.
- What is a better solution?
- `line` - A method to draw a line of any number of stars.
- `box` - A method to draw a box of any size.

# Parameterization

- ▶ **parameter:** A value passed to a method by its caller.
  - Instead of `lineOf7`, `lineOf13`, write `line` to draw any length.
    - When *declaring* the method, we will state that it requires a parameter for the number of stars.
    - When *calling* the method, we will specify how many stars to draw.



# Declaring a parameter

*Stating that a method requires a parameter in order to run*

```
public static void <name> (<type> <name>) {  
    <statement>(s);  
}
```

## ► Example:

```
public static void sayPassword(int code) {  
    System.out.println("The password is: " + code);  
}
```

- When `sayPassword` is called, the caller must specify the integer code to print.

# Passing a parameter

*Calling a method and specifying values for its parameters*

**<name> (<expression>) ;**

## ► Example:

```
public static void main(String[] args) {  
    sayPassword(42) ;  
    sayPassword(12345) ;  
}
```

Output:

The password is 42

The password is 12345



# Parameters and loops

- ▶ A parameter can guide the number of repetitions of a loop.

```
public static void main(String[] args) {  
    chant(3);  
}  
  
public static void chant(int times) {  
    for (int i = 1; i <= times; i++) {  
        System.out.println("Just a salad...");  
    }  
}
```

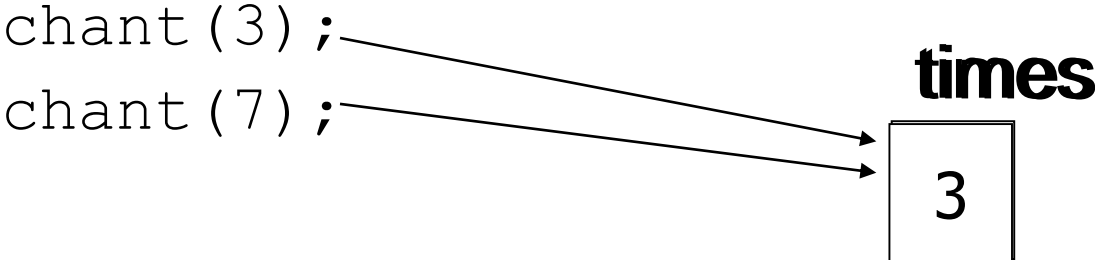
Output:

```
Just a salad...  
Just a salad...  
Just a salad...
```

# How parameters are passed

- ▶ When the method is called:
  - The value is stored into the parameter variable.
  - The method's code executes using that value.

```
public static void main(String[] args) {  
    chant(3);  
    chant(7);  
}
```



The diagram illustrates how the value 3 is passed to the `chant` method. Two arrows originate from the arguments `3` and `7` in the `chant` calls within the `main` method. Both arrows point to a box labeled **times** which contains the value `3`, indicating that the parameter `times` receives the value 3 for the first call.

```
public static void chant(int times) {  
    for (int i = 1; i <= times; i++) {  
        System.out.println("Just a salad...");  
    }  
}
```

# Common errors

- ▶ If a method accepts a parameter, it is illegal to call it without passing any value for that parameter.

```
chant(); // ERROR: parameter value required
```

- ▶ The value passed to a method must be of the correct type.

```
chant(3.7); // ERROR: must be of type int
```

- ▶ Exercise: Change the `Stars` program to use a parameterized method for drawing lines of stars.

# Stars solution

```
// Prints several lines of stars.  
// Uses a parameterized method to remove redundancy.  
public class Stars2 {  
    public static void main(String[] args) {  
        line(13);  
        line(7);  
        line(35);  
    }  
  
    // Prints the given number of stars plus a line break.  
    public static void line(int count) {  
        for (int i = 1; i <= count; i++) {  
            System.out.print("*");  
        }  
        System.out.println();  
    }  
}
```

# Multiple parameters

- ▶ A method can accept multiple parameters.  
(separate with , )
  - When calling it, you **must** pass values for each parameter.

- ▶ Declaration:

```
public static void <name>(<type> <name>, ..., <type> <name>) {  
    <statement>(s);  
}
```

- ▶ Call:

```
<name> (<exp>, <exp>, ..., <exp>) ;
```

# Multiple parameters example

```
public static void main(String[] args) {  
    printNumber(4, 9);  
    printNumber(17, 6);  
    printNumber(8, 0);  
    printNumber(0, 8);  
}  
  
public static void printNumber(int number, int count) {  
    for (int i = 1; i <= count; i++) {  
        System.out.print(number);  
    }  
    System.out.println();  
}
```

Output:

```
444444444  
171717171717
```

```
00000000
```

► Modify the `Stars` program to draw boxes with parameters.

# Stars solution

```
// Prints several lines and boxes made of stars.
// Third version with multiple parameterized methods.

public class Stars3 {
    public static void main(String[] args) {
        line(13);
        line(7);
        line(35);
        System.out.println();
        box(10, 3);
        box(5, 4);
        box(20, 7);
    }

    // Prints the given number of stars plus a line break.
    public static void line(int count) {
        for (int i = 1; i <= count; i++) {
            System.out.print("*");
        }
        System.out.println();
    }

    ...
}
```

# Stars solution, cont'd.

...

```
// Prints a box of stars of the given size.
```

```
public static void box(int width, int height) {  
    line(width);  
  
    for (int line = 1; line <= height - 2; line++) {  
        System.out.print("*");  
        for (int space = 1; space <= width - 2; space++) {  
            System.out.print(" ");  
        }  
        System.out.println("*");  
    }  
  
    line(width);  
}  
}
```



# "Pass by Value" or "Pass by Copy"

- ▶ When primitive variables (`int`, `double`) are passed as parameters, their values are copied.
  - Modifying the parameter will not affect the variable passed in.

```
public static void strange(int x) {  
    x = x + 1;  
    System.out.println("1. x = " + x);  
}
```

```
public static void main(String[] args) {  
    int x = 23;  
    strange(x);  
    System.out.println("2. x = " + x);  
    ...  
}
```

Output:

```
1. x = 24  
2. x = 23
```

# Clicker 1 -

## Output of "Parameter Mystery"

```
public class ParameterMystery {  
    public static void main(String[] args) {  
        int x = 9;  
        int y = 2;  
        int z = 5;  
  
        mystery(z, y, x);  
  
        mystery(y, x, z);  
    }  
  
    public static void mystery(int x, int z, int y) {  
        System.out.print(z + " " + (y - x) + " ");  
    }  
}
```

**A.** 5 -7 5 -7

**B.** 9 -3 5 7

**C.** 2 4 9 3

**D.** 9 -3 5 12

**E.** None of A through D

## Clicker 2 - What is output by the following code?

```
int x = 2;
int y = 5;
mystery2(x, y);
System.out.print(x + " " + y + " ");

public static void mystery2(int x, int y) {
    System.out.print(x + " " + y + " ");
    x *= y + 3;
    y--;
    x++;
    System.out.print(x + " " + y + " ");
}
```

**A.** 2 5 17 4 2 5

**B.** 2 5 17 4 17 4

**C.** 17 4 2 5 17 4

**D.** 2 5 2 5 17 4

**E.** None of A through D

# Stars solution, cont'd.

...

**// Prints a box of stars of the given size.**

```
public static void box(int width, int height) {  
    line(width);  
    for (int line = 1; line <= height - 2; line++) {  
        System.out.print("*");  
        repeat(" ", width - 2);  
        System.out.println("*");  
    }  
    line(width);  
}
```

**// Prints the given String the given number of times.**

```
public static void repeat(String s, int times) {  
    for (int i = 1; i <= times; i++) {  
        System.out.print(s);  
    }  
}
```