 

**Advanced Placement Computer Science**

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**Unit 3: Primitives, References & Objects**

**Lesson: Parameter Passing**

***Last Updated:*** *10/17/2017*

Lesson: Parameter Passing Mechanisms

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Parameter Passing :

Primitives and References are passed by \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

This means that the

**Example 1: passing a primitive:**

public class Example1 {

 public static double findAvg(double a, double b, double c) {

 double avg = (a + b + c) /3;

 a = a + 1; //attempt at a side effect

 return avg;

}

public static void main(String[] args) {

 double n1 = 10, n2 = 20, n3 = 32;

 double result = findAvg(n1, n2, n3);

 System.out.println(“For the #’s” + n1 + “\t” + n2 + “\t” + n3 + “\t” + “Avg = “ + result);

}

}

**Example 2: passing a reference:**

public class Student { //constructor not shown

 public String name;

 public double test1, test2, test3;

}

public class Example2 {

 public static double findStuAvg(Student s) {

 double avg = //you finish

 s.test1 -= 10; //attempt at a side effect

 return avg;

}

public static void main(String[] args) {

 Student s1 = new Student (“Johnny Rocket” , 100, 87, 91);

 double result = findStuAvg(s1);

 System.out.println(“S1”+s1.test1+“\t”+s1.test2+“\t”+s1.test3+“\t”+“Avg = “ + result);

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