

Scope:

- local - available in `{ method }`
 - "global" - available everywhere
-

`final int MAX = 100;`

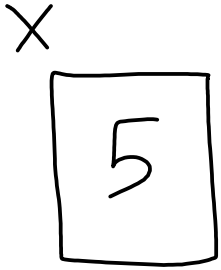
w/in a method

outside of a method:

`public static final int TOTAL = 10;`

parameter passing:

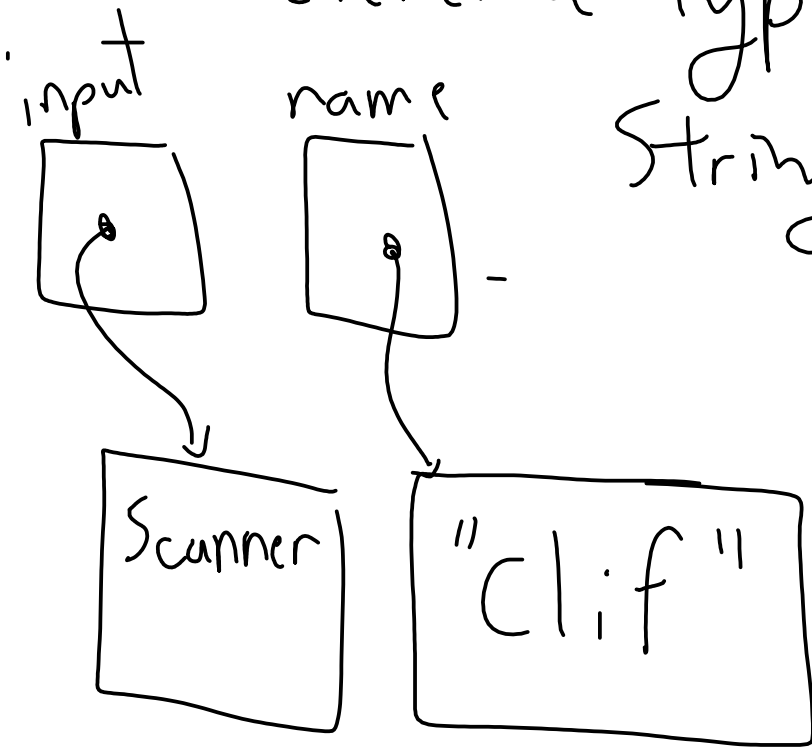
primitives: int, double,
char, boolean...



pass by value:

- value is copied into parameter

reference types: Scanner,
String



passed by
reference

Method Call Stack

frame: (created when method ^{is} called)

- return address - next step after the method finishes

- parameters - values/references

- local variables

- - - - -
- return value (when finished)

Stack

Memory

