

Version 1: Print a single row of 10 asterisk characters: *****

```
class ParameterDemoV1
{
    public static void main(String[] args)
    {
        for (int i=1; i<=10; i++)
        {
            System.out.print('*');
        }
        System.out.println();
    }
}
```

Version 2: Create a method called printRow to do the same thing

```
class ParameterDemoV2
{
    public static void printRow()
    {
        for (int i=1; i<=10; i++)
        {
            System.out.print('*');
        }
        System.out.println();
    }

    public static void main(String[] args)
    {
        printRow();
    }
}
```

Version 3: Add a parameter to the method allowing the character to be changed

Rather than printing '*' every time, it would be nice if the method allowed for any character to be printed. This can be accomplished by adding a parameter to the method definition.

A parameter is extra information that is used by the method to perform its action.

In this case, the new information is a character, data type `char`. We also have to give the parameter a name, just like a variable.

```
class ParameterDemo
{
    public static void printRow(char c)
    {
        for (int i=1; i<=10; i++)
        {
            System.out.print(c);
        }
        System.out.println();
    }

    public static void main(String[] args)
    {
        printRow('?');
        printRow('$');
    }
}
```

Version 4: Add a second parameter to allow the number of characters to be specified

The next parameter represents the number of character, which would be an integer data type.

```
class ParameterDemo
{
    public static void printRow(char c, int n)
    {
        for (int i=1; i<=n; i++)
        {
            System.out.print(c);
        }
        System.out.println();
    }

    public static void main(String[] args)
    {
        printRow('?', 5);
        printRow('$', 20);
    }
}
```