***METHODS:***

**SOURCE CODE:**

package Classandobject;

public class Methods {

//static method

public static void method1() {

System.out.println("We can create method simply with the syntax'static void method\_name'for static method and'void method\_name'for non-static method");

int a=5,b=98,c=a+b;

System.out.println("The addition of two numbers is "+c);

}

//non-static method

public void method2() {

int y=70;

if(y<=100)

System.out.println("The number is less than or equal to 100");

else

System.out.println("The number is greater than 100");

}

//passing arguments

static void method3(String name) {

System.out.println("The name of the person is "+name);

}

//passing more than one arguments

int method4(int a,int b,int c) {

return a+b+c;

}

public static void main(String[]args) {

//calling method1

method1();

System.out.println('\n');

//calling method2

Methods com=new Methods();

com.method2();

System.out.println('\n');

//calling method3

method3("John");

method3("Peter");

System.out.println('\n');

//calling method4

Methods add=new Methods();

int d=add.method4(7,8,9);

int e=add.method4(2,9,9);

System.out.println("The marks obtained is "+d);

System.out.println("The marks obtained is "+e);

System.out.println('\n');

//calling method5 from another class'methodsclone'

Methodsclone sub=new Methodsclone();

int xa=sub.method5(2, 8, 9);

System.out.println("The subtraction of numbers is "+xa);

}

}

**OUTPUT:**

We can create method simply with the syntax'static void method\_name'for static method and'void method\_name'for non-static method

The addition of two numbers is 103

The number is less than or equal to 100

The name of the person is John

The name of the person is Peter

The marks obtained is 24

The marks obtained is 20

The subtraction of numbers is -15

***METHODSCLONE:***

**SOURCE CODE:**

package Classandobject;

public class Methodsclone {

//calling this method in previous class

public int method5(int x,int y,int z) {

return x-y-z;

}

public static void main(String[]args) {

//calling method4 from another class

Methods add=new Methods();

int f=add.method4(2,75,3);

System.out.println("The addition of the number is "+f);

//calling method2 from another class

Methods num=new Methods();

num.method2();

}

}

**OUTPUT:**

The addition of the number is 80

The number is less than or equal to 100