Method is a block of code that performs specific task. We use methods to achieve reusability of code. We can easily modify the method just by adding or removing the piece of code. To use the method we need to call or invoke it. To call a method we just need to type its name.

To create a method, we need to specify the access modifier, Return type, method name, method parameters and Method body:

Access modifier is the access type of the method. It specifies the visibility of the method.

Return type is a data type that the method returns. It may have a primitive data type, object, collection, void, etc. If the method does not return anything, we use void keyword.

Method name is a unique name that is used to define the name of a method. It must be corresponding to the functionality of the method.

**Method Parameter is the list of parameters separated by a comma and enclosed in the pair of parentheses. It contains the data type and variable name. If the method has no parameter, left the parentheses blank.**

Method Body is a part of the method declaration. It contains all the actions to be performed. It is enclosed within the pair of curly braces.

There are two types of methods in Java:

Built-in Method (predefined method)

User-defined Method

Predefined methods are the methods that are already defined in the Java class libraries is known as predefined methods. Such as: length(), compareTo(), push(), substring(), etc.

User-defined methods are the methods that are defined (created) by the user or programmer. These methods are modified according to the requirement.

A method that has static keyword is known as static method. In other words, a method that belongs to a class rather than an instance of a class is known as a static method. We can also create a static method by using the keyword static before the method name.

The method of the class is known as an instance method. It is a non-static method defined in the class. Before calling or invoking the instance method, it is necessary to create an object of its class.

The method that does not has method body is known as abstract method. In other words, without an implementation is known as abstract method. It always declares in the abstract class. It means the class itself must be abstract if it has abstract method. To create an abstract method, we use the keyword abstract.