

- Check the following methods declarations for correctness. **Hint use you cheat sheet.**

```
public class Methods {  
    public void main(String[] args) {  
        //...  
        Return 0;  
    }  
  
    public static foo(var) {  
        //...  
        Return;  
    }  
  
    public void bar(int x, y) {  
        //...  
        Return false;  
    }  
  
    public static int add(int a, int b) {  
        //...  
        Return a+b;  
    }  
}
```

- Create a method with an empty body using the following requirements. If necessary, use a return at the end of the method body, and hardcode the return value **as long as it matches the return type**.
 - Create a method called fibonacci that returns an integer and takes in integer 2 values.
 - Create a method called mergeSort that takes an array of integers as a parameter and returns an array of integers.
 - Create a method called palindrome that returns a string.
- Now create a method called myMethods that returns nothing and doesn't take anything as a parameter, and inside the method body, calls all of the previously created methods (with hardcoded values if it has parameters) including itself (recursion). Remember to store accordingly whatever the methods return in a variable.