METHOD

METHOD: methods are consists of logics and arguments of an application.

Why do I need method: because business logics are not allowed to write directly inside class brace.

There are two types of methods, instance and static.

Instance: instance methods don’t have static word. Like public void m1 () { }.

Access: instance variable loaded when variable are initiated. Access instance method by using object

Permission: if you want access an instance method or variable from another instance method you will have direct access permission. If you want access an instance method or variable from a static method you will have indirect access permission. You have to make a reference object of that method. . Like test t = new test ( );

t.m1 ( );

Memory allocation: during object is created,

Static Method: Static methods have static word. Like public static void m2 () { }.

Access: Static variable loaded when class loaded. Access static method by using class name.

Permission: if you want access a static method or variable from another static method you will have direct access permission by class name. If you want access a static method or variable from an instance method you will have also access permission by using class name. You also can make a reference object of that method.

Test.m2 ( );

Memory allocation: during class loading,

**This key word: inside any static method this key word is not allowed in entire java.**

Syntax of a method: that’s mean naming convention of method.

Modifier-there are two type of modifier access and non-access modifier, non-access modifiers are static, abstract, synchronized, native, volatile, transient etc. Access modifiers are public, private, protected and default……………

Access specifier (Permission): Static or instance……

Return type: void, integer, string, float or variable ……., return type also could be class, array,

Void return nothing.

Return type is mandatory.

If return type anything other than void we must write return statement at the end

If method is able return any value, it is optional to store the value, but it is recommended to store or hold the value by making an object and print with print statement.

1. A method can return *one* value of a specific data type. You must specific that data type in the method header.
2. The method must return a value of that data type as *the last thing it does*. It won’t execute any code after the return statement.
3. The calling program must immediately use the value of the method call: store it in a variable, use it in an expression, pass it as a parameter to another method. If it doesn’t, the value is essentially lost.

Method name: start with small letter and no space between words. Like main, mehod1,

methodTwo, mollaFamilly…..

Parameter: between first brace ( ). Passing parameter value also called method signature value.

#1 you can put list of arguments here. Like (int a, int b, Strimg name, char a)

#2, order is very important

#3. Parameter list is always local variable.

Exception handling: in case your method through any error, you can exception handling arguments. Like through error….

Method body: between third brace { } is called method body. Also called method implementation. Normally all the arguments happen here.

Example: Public static void main (int a, b) through exception {

}

Method signature: method name and parameter list together is called method signature. Like main (int a, b).

Method overloading: duplicate method name are not allowed, but you can use same method name with different parameter in a class. This called method overloading.

Method over riding: whatever method parent class has by default is available for child class. But sometime child class may want change method of parent class. This is called method overriding. And the method of parent class was change is called method overridden. **But you cannot override static** method.

Inner method is not allowed but inner class is possible.

There are three parts of method:

Method declaration: naming convention of method.

Method body: also called implementation where we put arguments.

Method calling: this is how methods calling each other.

Over loading operator: that means, one operator does multiple functions. Java doesn’t support overloading operator. Only support one overloading operator is +