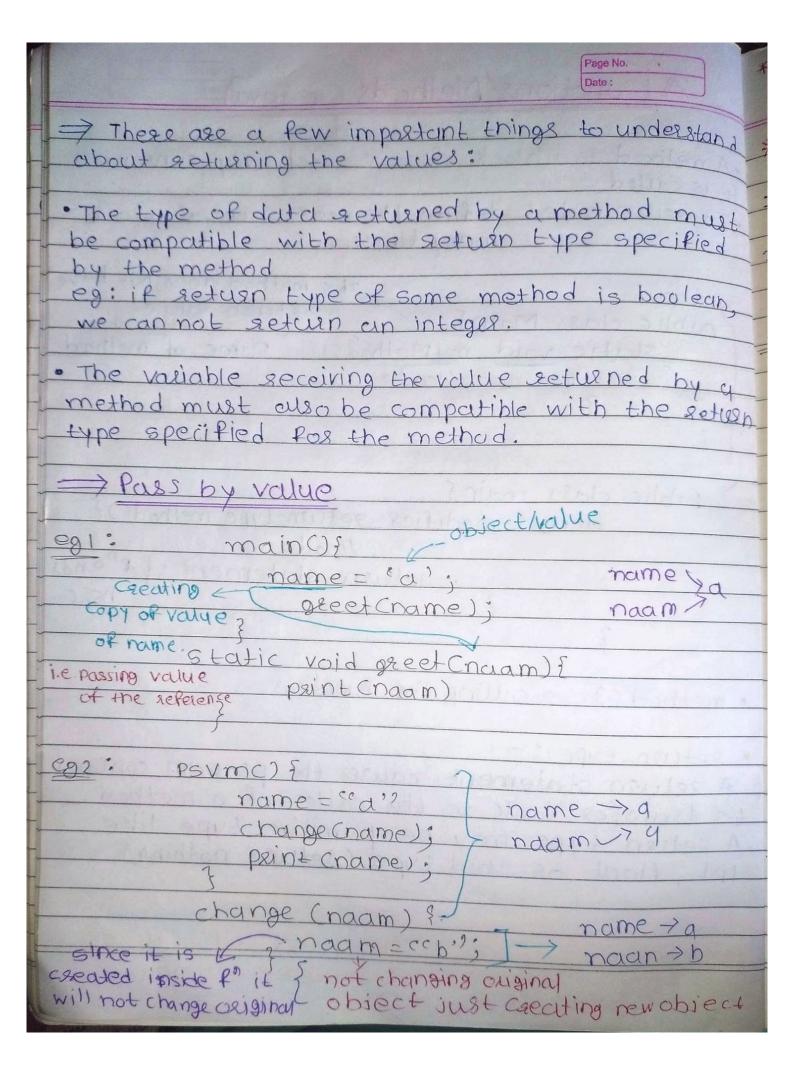
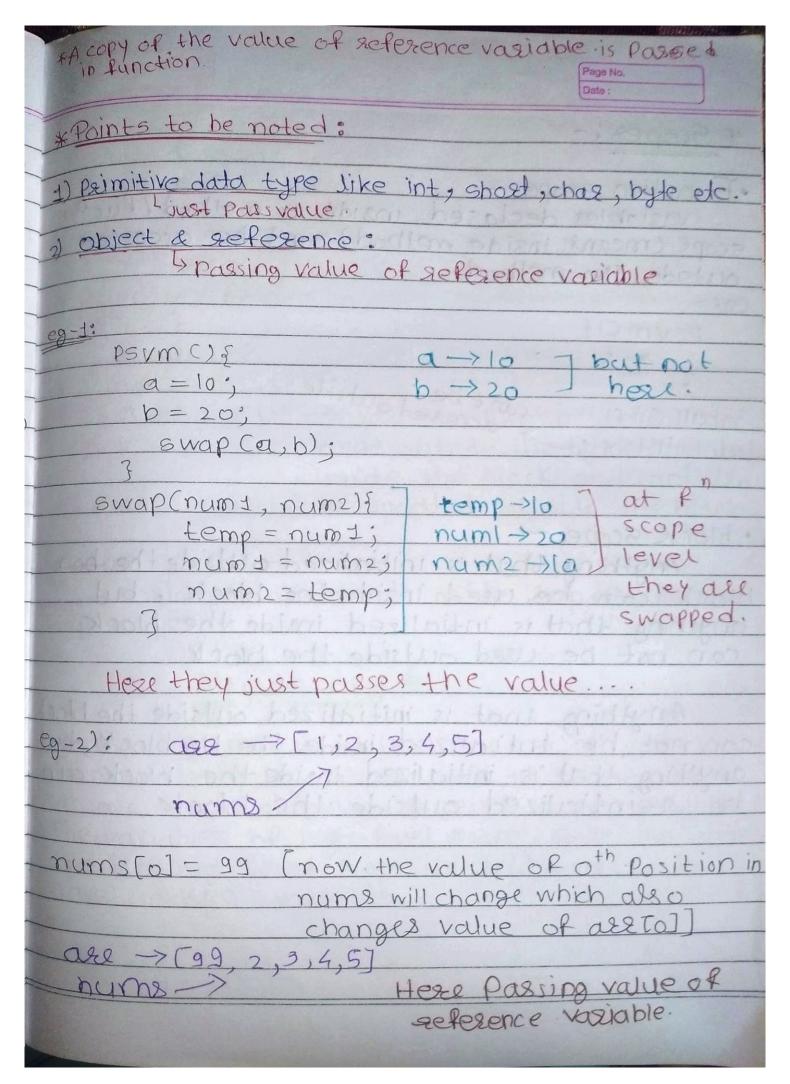
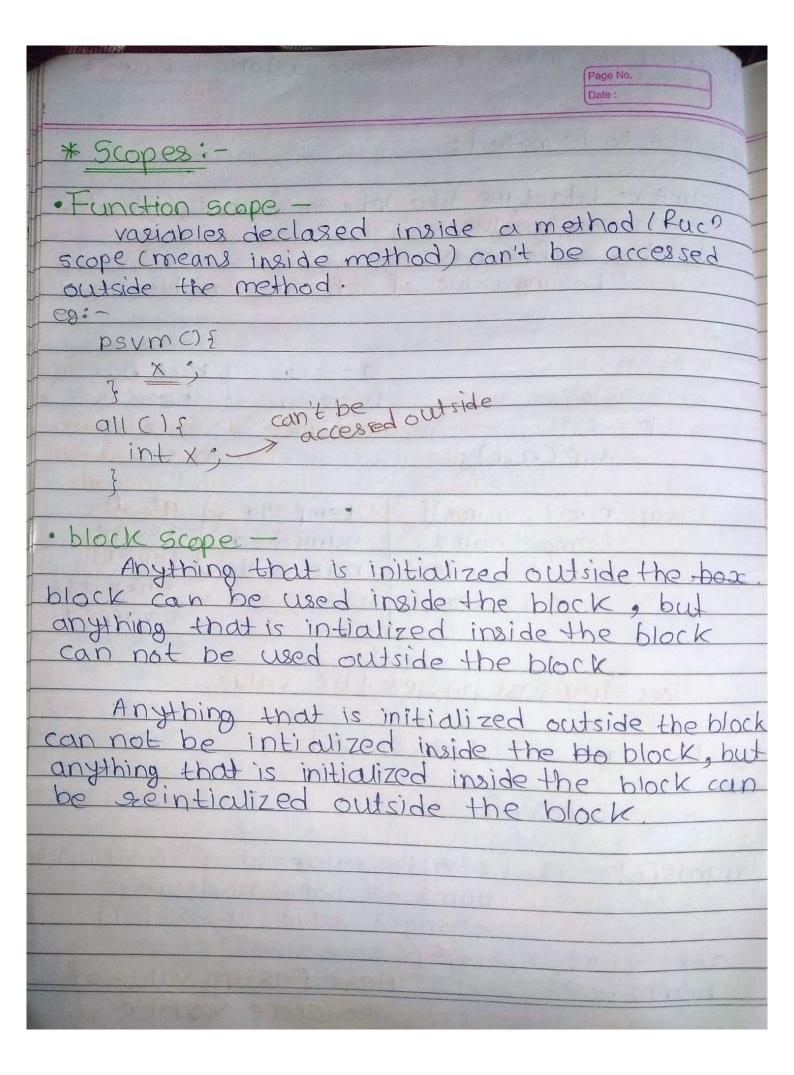
**Functions/Methods Cinjava Page No.
· A method is a block of code which only suns when it is called.  · To seuse code: define the code once, & use it
many times.
syntax:  Syntax:  Syntax:  A setwin value  Static void my Method Us name of method.
1/code
3 Alexiller and
Public class main f access-modifier seturn-type method() { //code
geturn statement; ] * ends here
3 37 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1 - 1
· method c) -> calling the function
· Return-type: -  A Return statement causes the program control to transfer back to the caller of a method.  A Return type may be primitive type like Int, float or void type (return nothing)
LOSSING CARRON DATE OF THE PROPERTY OF THE PRO







PSVM C) { int a=5; X a=100; V int c = 203 a= 50; V -> variables like "a" here is declased outside the block, updated inside the block and can also be updated outside the block · Loop Scopevasiables declased inside loop all having loop scope \* Shadowing # Shadowing in Java is the practice of using vasi ables in overlapping scopes with the same name where the variable is low level scope oversides the variables of high-level scope. Here the variable at high-level scope is shadowed by lowlevel scope variable.

