A4 Notes

Gosone Nithisuwan P5

October 1, 2012

fo

Argument- a parameter

Ex. public void calculate( int number)

Getters- a method that references to a private data type

Ex. public int getNumber

Return intNumber;

Method- a block of statements

Ex. public void method()

Parameter- data that is passed through a method

Ex. public void calculate( int number)

Return- passes back a value of the same type as the method

Ex. public int getNumber

Return intNumber;

Scope- how long a variable is references in the program

Setters- a method that changes the value of a private data type

public int getNumber

Return intNumber;

Object Behavior

Summary: Designing methods is complex; the design must integrate a parameter list, the return value, and the goal of the method. Methods should accomplish small tasks within your classes in an easy and organized way.