# 2.7 Methods

The **TicketMachine** class has four methods: **getPrice**, **getBalance**, **insertMoney**, and **printTicket**. You can see them in the class's source code (Code 2.1) as yellow boxes. We shall start our look at the source code of methods by considering **getPrice** (Code 2.5).

**Code 2.5**
The **getPrice** method

```
public class TicketMachine
{
    Fields omitted.

    Constructor omitted.

    /**
     * Return the price of a ticket.
     */
    public int getPrice()
    {
        return price;
    }

    Remaining methods omitted.
}
```

**Concept**

Methods consist of two parts: a header and a body.

Methods have two parts: a *header* and a *body*. Here is the method header for **getPrice**, preceded by a descriptive comment:

```
/**
 * Return the price of a ticket.
 */
public int getPrice()
```

It is important to distinguish between method headers and field declarations, because they can look quite similar. We can tell that **getPrice** is a method and not a field because method headers always include a pair of parentheses–"(" and ")"–and no semicolon at the end of the header.

The method body is the remainder of the method after the header. It is always enclosed by a matching pair of curly brackets: "{" and "}". Method bodies contain the *declarations* and *statements* that define what an object does when that method is called. Declarations are used to create additional, temporary variable space, while statements describe the actions of the method. In **getPrice**, the method body contains a single statement, but we shall soon see examples where the method body consists of many lines of both declarations and statements.

Any set of declarations and statements between a pair of matching curly brackets is known as a *block*. So the body of the **TicketMachine** class, the bodies of the constructor, and all of the methods within the class are blocks.