Java Methods

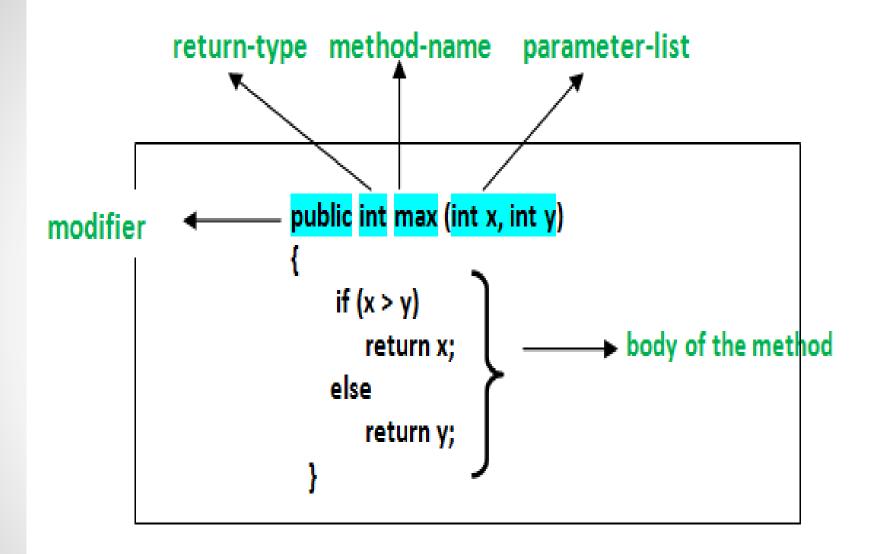
Java Methods

- A method is a block of code which only runs when it is called.
- You can pass data, known as parameters, into a method.
- Methods are used to perform certain actions, and they are also known as functions.
- Why use methods? To reuse code: define the code once, and use it many times.

Methods Declaration

In general, method declarations has six components:

- 1. Modifier
- 2. Return Type
- 3. Method Name
- 4. Parameter List
- 5. Exception List
- 6. Method Body



Types of Methods in Java

- Predefined Method
- Math functions sqrt(), log(), min(), max(), avg(), sin(), cos(), tan(), round(), floor(), abs() etc.
- String function length(), substring (), replace (), charAt (), indexOf (), trim () etc.
- User-defined Method

Method Signature

- It consists of the method name and a parameter list (number of parameters, type of the parameters, and order of the parameters). The return type and exceptions are not considered as part of it.
- Method Signature of the above function:
- max(int x, int y) Number of parameters is 2,
 Type of parameter is int.

How to Name a Method?

Rules to Name a Method

- While defining a method, remember that the method name must be a verb and start with a lowercase letter.
- If the method name has more than two words, the first name must be a verb followed by an adjective or noun.
- In the multi-word method name, the first letter of each word must be in uppercase except the first word. For example, findSum, computeMax, setX and getX.

Call a method in java

```
public class Main {
  static void myMethod() {
    System.out.println("I just got executed!");
  public static void main(String[] args) {
   myMethod();
```

```
I just got executed!
```

A method can also be called multiple times:

```
public class Main {
 static void myMethod() {
   System.out.println("I just got executed!");
  public static void main(String[] args) {
   myMethod();
   myMethod();
   myMethod();
```

```
I just got executed!
I just got executed!
I just got executed!
```

Parameters and Arguments

```
public class Main {
  static void myMethod(String fname) {
    System.out.println(fname + " Refsnes");
  public static void main(String[] args) {
   myMethod("Liam");
   myMethod("Jenny");
   myMethod("Anja");
```

Liam Refsnes Jenny Refsnes Anja Refsnes

Multiple Parameters

```
public class Main {
  static void myMethod(String fname, int age) {
    System.out.println(fname + " is " + age);
  public static void main(String[] args) {
   myMethod("Liam", 5);
   myMethod("Jenny", 8);
   myMethod("Anja", 31);
```

Liam is 5 Jenny is 8 Anja is 31

Return Values

```
public class Main {
  static int myMethod(int x) {
    return 5 + x;
  }

public static void main(String[] args) {
    System.out.println(myMethod(3));
  }
}
```

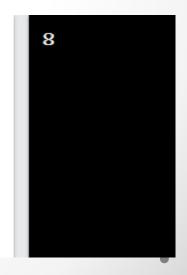
Return with 2 parameters

```
public class Main {
   static int myMethod(int x, int y) {
     return x + y;
   }

  public static void main(String[] args) {
     System.out.println(myMethod(5, 3));
  }
}
```

```
public class Main {
   static int myMethod(int x, int y) {
     return x + y;
   }

public static void main(String[] args) {
   int z = myMethod(5, 3);
   System.out.println(z);
   }
}
```



A Method with If...Else

```
public class Main {
 // Create a checkAge() method with an integer parameter called age
 static void checkAge(int age) {
   // If age is less than 18, print "access denied"
   if (age < 18) {
     System.out.println("Access denied - You are not old enough!");
   // If age is greater than, or equal to, 18, print "access granted"
   } else {
     System.out.println("Access granted - You are old enough!");
 public static void main(String[] args) {
   checkAge(20); // Call the checkAge method and pass along an age of 20
```

Access granted - You are old enough!

Method Overloading

```
public class Main {
  static int plusMethod(int x, int y) {
   return x + y;
  static double plusMethod(double x, double y) {
    return x + y;
  public static void main(String[] args) {
    int myNum1 = plusMethod(8, 5);
    double myNum2 = plusMethod(4.3, 6.26);
    System.out.println("int: " + myNum1);
   System.out.println("double: " + myNum2);
```

int: 13

double: 10.55999999999999