

9.0 Introduction

In this chapter we're going to look at something you have only written one of in each program so far - *methods*. A *method* is a way of grouping together and naming a block of code, so you can re-use it. Even if you don't choose to re-use code, methods are an *essential* tool to make your code more easily understandable, and more flexible.

Computer Scientist You May Not Have Heard of Yet

Valerie Taylor: 1963 -

