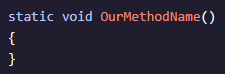
- Methods == Function – blocks of code that can be called elsewhere in a program  
- A reusable set of instructions that performs a specific task  
- Used to keep code organized, maintainable, and repeatable  
- Can also take inputs and produce outputs

**Calling Methods:**

- Methods are called by adding parentheses to the end of a method name  
- Methods accept inputs called arguments, and can return values

**Method Definition:**

 - PascalCase (every word first letter capitalized) is used to name methods

A screen shot of a computer

Description automatically generated - Code goes in-between curly braces

 - Code is executed in program by calling method name with ();

**Method Parameters:**

- Used to define a data type and how it will be used in a method  
- Essentially a placeholder for data that will be entered by customers

A screen shot of a computer

Description automatically generated

- Multiple parameters can be defined within a single method definition

A computer screen shot of text

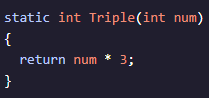
Description automatically generated

- When a method is called, variables put into the ( ) are called arguments



**Return Statement:**

- Used when we want a method to return a value  
- Data type must be declared before value

 A screen shot of a computer program

Description automatically generated

**Method Overloading:**

- Methods that have the same name but each has a unique set of parameters (known as ***Method Overloading***)  
- Each ‘version’ is known as ***overload***- Useful when we want the same method to have different behavior based on its inputs



**  
A screenshot of a computer

Description automatically generated**

A screenshot of a computer code

Description automatically generated

**-** Can overload a method by defining two methods with the same name but different sets of parameters

A computer screen shot of a program code

Description automatically generated

**Out Parameters:**

- Useful when we need to return multiple values