# Module

# In Java

```java
public class Mymodule {

    public static void printMessage() {
        System.out.println(x:"Hello from MyModule!");
    }

    public static int add(int a, int b) {
        int c = a+b;
        return c;
    }

    public static int subtract(int a, int b) {
        int c = a+b;
        return c;
    }

    public static int multiply(int a, int b) {
        return a * b;
    }

    public static double divide(double a, double b) {
        if (b != 0) {
            return a / b;
        } else {
            System.out.println(x:"Error: Division by zero!");
            return Double.NaN;
    }
}
}
```

```java
public class TryMyModule {
    Run | Debug
    public static void main(String[] args) {
        // Import the custom module and use its functions
        int sum = Mymodule.add(a:5, b:3);
        int difference = Mymodule.subtract(a:10, b:4);
        int product = Mymodule.multiply(a:6, b:7);
        double quotient = Mymodule.divide(a:15.0, b:3.0);
        Mymodule.printMessage();

        // Display the results
        System.out.println("Sum: " + sum);
        System.out.println("Difference: " + difference);
        System.out.println("Product: " + product);
        System.out.println("Quotient: " + quotient);
    }
}
```

# In Python

```python
def add(a, b):
    return a + b

def subtract(a, b):
    return a - b

def multiply(a, b):
    return a * b

def divide(a, b):
    if b != 0:
        return a / b
    else:
        print("Error: Division by zero!")
        return float('nan')  # Not a Number

```

```python
import mymodule

# Use functions from the custom module
sum_result = mymodule.add(5, 3)
difference_result = mymodule.subtract(10, 4)
product_result = mymodule.multiply(6, 7)
quotient_result = mymodule.divide(15.0, 3.0)

# Display the results
print("Sum:", sum_result)
print("Difference:", difference_result)
print("Product:", product_result)
print("Quotient:", quotient_result)
```

# Task…

- Write a function called calculateSum that takes two integers as parameters and returns their sum. Implement this in one module.
- Create a function named findMax that takes three numbers as arguments and returns the maximum value among them. Implement this in one module.
- Develop a function called printMessage that accepts a string and an integer as parameters and prints the string a number of times specified by the integer. Implement this in one module.
- Design a function named isEven that takes an integer as an argument and returns true if the number is even and false otherwise. Implement this in one module.
- Write a function called calculateArea that computes the area of a rectangle. It should take two parameters - length and width - and return the area. Implement this in one module.