

Methods/Functions

Methods/Functions

- A **method/function** is a block of code which only runs when it is called.
- You can pass data, known as parameters, into a function.
- Methods are used to perform certain actions, and they are also known as **functions**.

Why use methods or functions?

- To reuse code: define the code once, and use it many times.

Java Methods


- A method must be declared within a class.
- It is defined with the name of the method, followed by parentheses ().
- Java provides some pre-defined methods.

Method.java > ...

```
1  public class Method {  
2      // Method definition  
3      static void printHello() {  
4          System.out.println(x:"Hello, World!");  
5      }  
6  
7      Run | Debug  
8      public static void main(String[] args) {  
9          // Calling the method  
10         printHello();  
11     }  
12 }
```

- `printHello()` is the name of the method
- `static` means that the method belongs to the `Main` class and not an object of the `Main` class. You will learn more about objects and how to access methods through objects later in this tutorial.
- `void` means that this method does not have a return value. You will learn more about return values later in this chapter

Python Function



```
# Function definition
def print_hello():
    print("Hello, World!")

# Calling the function
print_hello()
```

C++ Function

```
Function.cpp X
Function.cpp > ...
1  #include <iostream>
2  using namespace std;
3
4  // Function declaration
5  void printHello() {
6      cout << "Hello, World!" << endl;
7  }
8
9  int main() {
10     // Calling the function
11     printHello();
12     return 0;
13 }
14
```


- `printHello()` is the name of the function
- `void` means that the function does not have a return value. You will learn more about return values later in the next chapter
- inside the function (the body), add code that defines what the function should do

Parameters and Arguments

- Information can be passed to methods as parameter. Parameters act as variables inside the method.
- Parameters are specified after the method name, inside the parentheses.
- You can add as many parameters as you want, just separate them with a comma.

Java

```
public class Method {  
    // Method definition with parameters  
    static void printMessage(String message, int x) {  
        System.out.println(message + x);  
    }  
  
    Run | Debug  
    public static void main(String[] args) {  
        // Calling the method with an argument  
        printMessage(message:"Hello, World!", x:5);  
    }  
}
```

Python

```
# Function definition with parameters
def print_message(message,x):
    print(message,x)

# Calling the function with an argument
print_message("Hello, World!",5)
```

C++

```
#include <iostream>
#include <string>
using namespace std;

// Function definition with parameters
void printMessage(string message, int x) {
    cout << message << x << endl;
}

int main() {
    // Calling the function with an argument
    printMessage("Hello, World!", 5);
    return 0;
}
```

Task....

- Create a method/function named `calculateRectangleArea` that takes two parameters, `length` and `width`.
- Create a method/function named `printGreeting` that takes a parameter `name`. Print a personalized greeting message, such as "Hello, [name]!".
- Create a method/function named `findMax` that takes three parameters, `num1`, `num2`, and `num3`.
- Create a method/function named `concatenateStrings` that takes two parameters, `str1` and `str2`.