



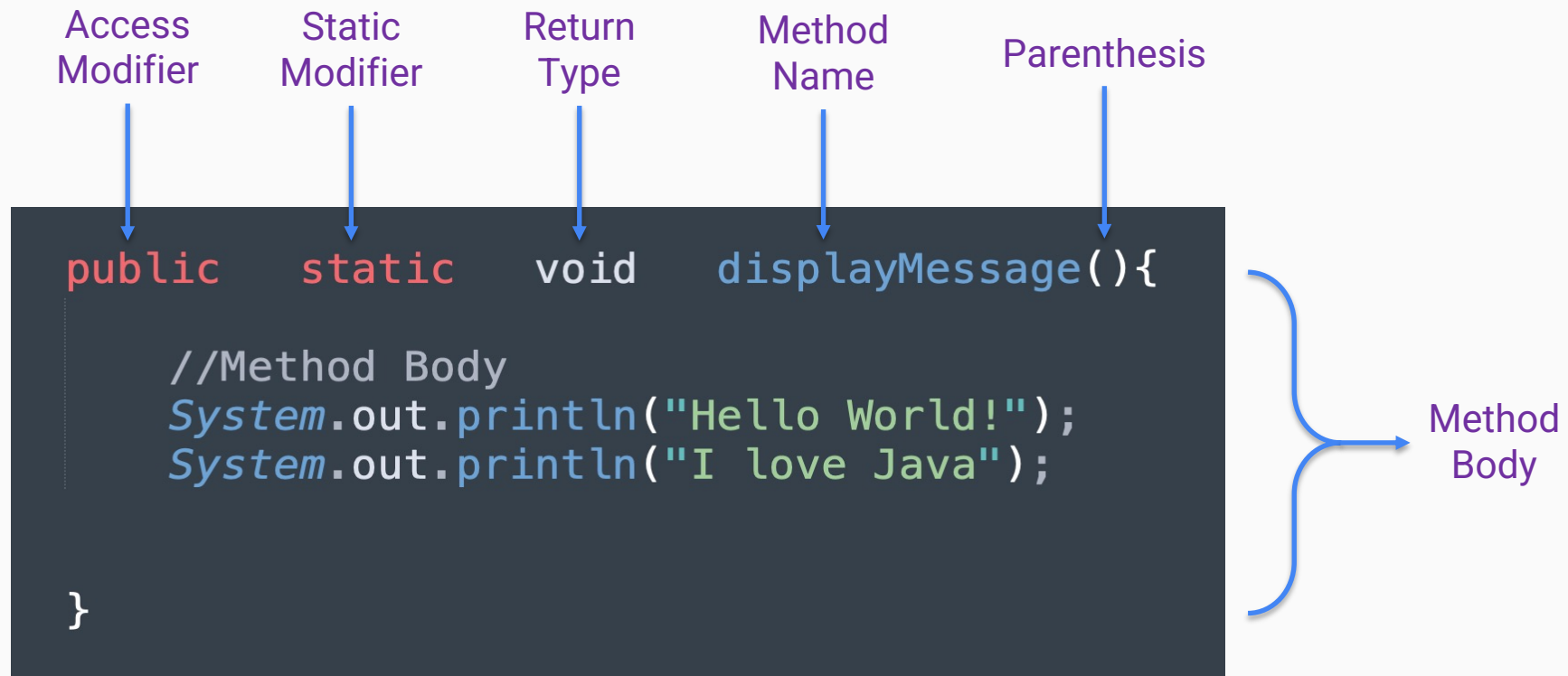
Custom Method

Methods

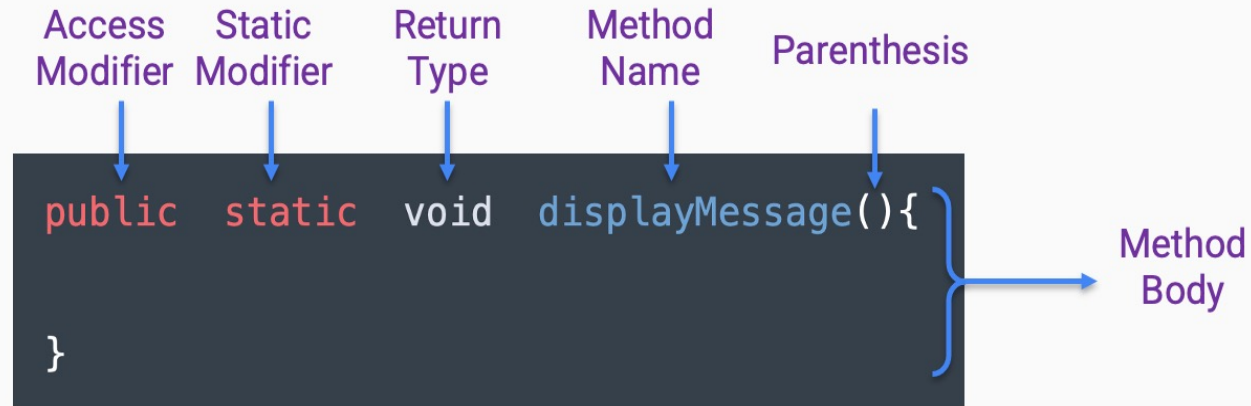
- It's a function
- Grouping a series of code fragments to perform a task
- Allows us to reuse the function rather than repeating same set of statements

```
displayMessage();  
  
eat();  
  
sleep();  
  
play()  
  
...
```

Declaring A Method



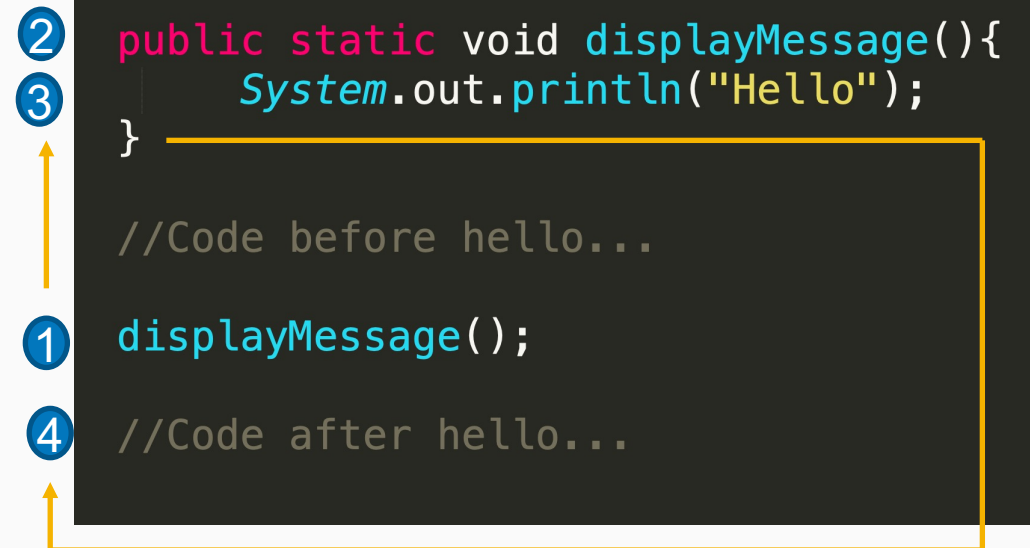
Components Of Method



- Access Modifier: determines the visibility, public is open to the world and always accessible.
- Static Modifier: Allows us to call the method through the class name.
- Return Type: determines if the method returns a value. If return type is void, method does not return any value.
- Method Name: Descriptive name of the function, The same rules that apply to variable names also apply to method names.
- Parenthesis: method name is always followed by a set of parenthesis, can be capable of receiving arguments.

Calling a Method

- When we need to script to perform the task the method does
- The method executes the code in that code block
- When it has finished, the code continues to run from the point where it was initially called



```
2 public static void displayMessage(){
3     System.out.println("Hello");
4 }
//Code before hello...
1 displayMessage();
//Code after hello...
```

Calling a Method

```
displayMessage();
```




```
public static void displayMessage(){  
    //Method Body  
    System.out.println("Hello World!");  
    System.out.println("I love Java");  
}
```

Parameters

Passing Argument to Method

- When we declare a method, **parameters** can be given
- Parameters passed to the method act like variables
- Used for providing additional information the method **must** have to perform its task

Parameter

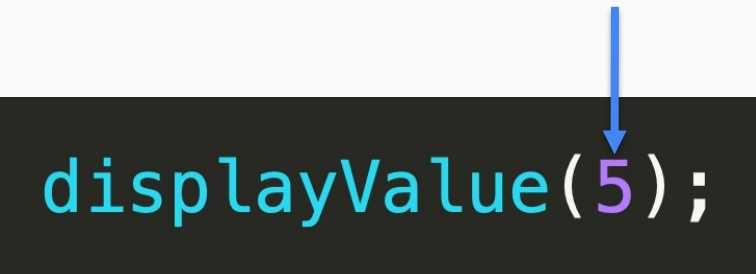


```
public static void displayValue(int num){  
    System.out.println("The value is " + num);  
}
```


Calling Method That Need Information

- Must specify the values the method should use
- Values need to be given in the parentheses that follows method name
- The values we passed to the method are called **arguments**
- Arguments can be provided as values or as variables.

Argument



```
displayValue(5);
```

Calling Method That Need Information

```
displayValue(5);
```

The argument 5 is copied into
the parameter variable num

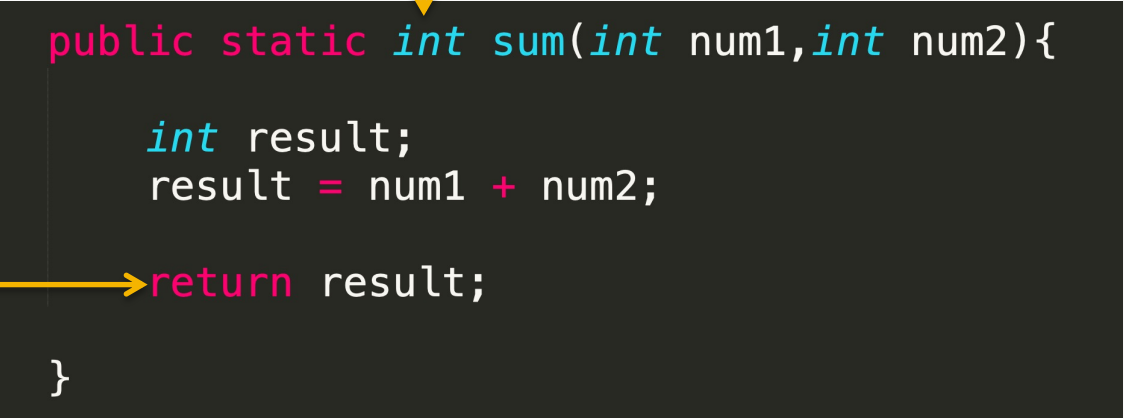
```
public static void displayValue(int num){  
    System.out.println("The value is " + num);  
}
```

Return Methods

Return Methods

- Method can return a value by using a **return** statement
- Return type of the method **can not** be void, need to be a data type

Return Type



Return Expression

```
public static int sum(int num1, int num2){  
    int result;  
    result = num1 + num2;  
    return result;  
}
```

The diagram illustrates the components of a Java method signature. A yellow arrow points from the text 'Return Type' to the `int` keyword in the method signature `public static int sum(int num1, int num2){`. Another yellow arrow points from the text 'Return Expression' to the `return result;` statement within the method body.

Calling a Value Returning method

