Anatomy of a Java Function

A function in Java is a block of code that performs a specific task.

How to Code a Function in Java

Functions in Java can either return a value or not, depending on their purpose.

Function with a Return Value

A function that returns a value has the following syntax:

```
ReturnType functionName() {
    // Code to perform the task
    return value;
}
```

- **ReturnType**: Specifies the type of value the function will return (e.g., int, double, String, Date, etc.).
- **functionName**: The name you assign to the function.

Function Without a Return Value

In Java, if a function does not return any value, it is declared with the keyword void:

```
void functionName() {
    // Code to perform the task
}
```

• **void** is a reserved keyword in Java, used to indicate that the function does not return a value.

Key Steps to Define a Function

- 1. **Name**: Choose a name for the function that describes its purpose.
- 2. **Parameters**: Enclose parameters within parentheses () to pass values into the function (parameters are optional).
- 3. **Braces**: Use curly braces {} to define the block of code. The opening brace { should be on the same line as the function name.

Example:

```
void sendEmail() {
    // Code to send an email
}
```

Every Java program must contain at least one function, and that function is typically named main(). The main() function is the entry point to the program:

- When a Java program is executed, the main() function is called, and the code inside it runs.
- The main() function doesn't exist independently; it always belongs to a class.

Example of a main() function:

```
public static void main(String[] args) {
    // Code to execute when the program starts
}
```

The class as a Container for Related Functions

A class in Java is used to organize related functions, similar to sections in a supermarket where related products are grouped together. Every Java program should contain at least one class that holds the main() function. Functions within classes are called methods.

To create a class, use the class keyword followed by a meaningful name. Inside the class, define the methods.

Example:

```
class Main {
   public static void main(String[] args) {
        // Code to execute when the program starts
   }
}
```

Naming Conventions in Java

In Java:

- Classes follow the PascalNamingConvention, where the first letter of every word is uppercase.
- **Methods** use camelNamingConvention, where the first letter of every word is uppercase except for the first word.