

liquid

solid
stay
int
ml(arr)



①

product

30-40

Box

Custom



contained
Method def
solid


3 Boxes

public void m1 (int arr) {
 String m1

②


3 values
↓
Array

}


 class obj
 class A
 obj = new classA();
 ml (obj);

ml (10);

int b = 100;
 ml (b);


 int val2
 int val
 (classA ob)
 public void ml
 {
 }

byte
short
int
long

float
double

boolean
char

N.P

Classes

Array
String

Interface

public void mi(^{String} s) {
String[] res
}

String s1 = "ABC";
mi(s1)

String mi
arr = {"", ""}
(arr)

① class create &

public void

browser launch ()

String s

B.L → Browser

A.L

App

Sys (Chrome);

Method

Definition

int x = 10

public void

app launch ()

String[] b

Method call

Sys ("fb launch");

PSVM

browser launch ()

FF

" " String

{ x = 10;
y = "100"; }

String[]

app launch(arr)

arr is {FB, GMAIL, Insta} → arr

return Statement :-

↓
To return something

Method 1 → O/P [✓] → return

└────────→ I/P in another
Method 2

① Avg \Rightarrow $\frac{\text{Sum of } \text{terms}^{(2)}}{\text{Total No of terms}}$ \rightarrow Method 1

\downarrow

Method 2

Sum of terms () $\xrightarrow{\text{return}}$ o/p $\xrightarrow{\text{I/p}}$ Avg' (Method 2)

(Method)

Sum print



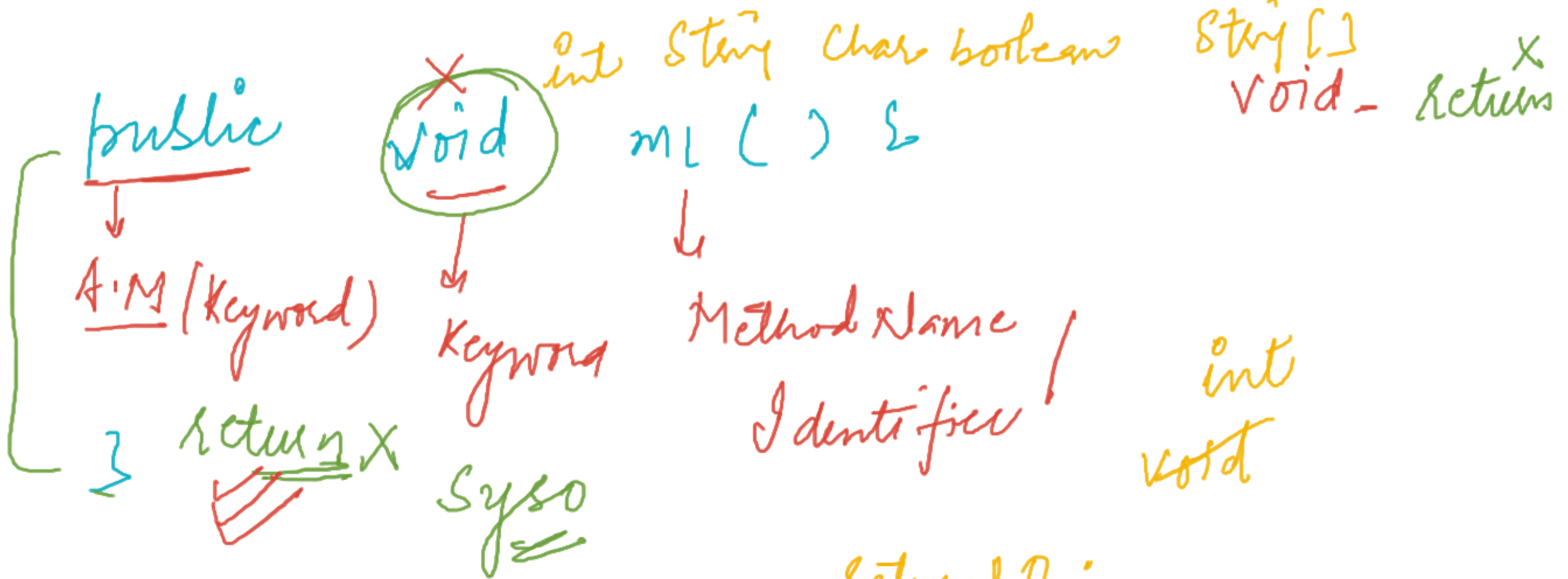
Sum

Ang print



Ang Method
= 0





`String[] arr;`
`return arr;`

`return 10;`
`return "10";`
`return 'a';`
`return false;`

Class → Type variables → Instance, Static, Local, Ref.

Methods → Static / Non-Static Method

↓
return, parameteric Methods.