3. write a program in Java to implementations of methods and ways of calling a method

**package** method;

**public** **class** methodExecution {

**public** **static** **void** main(String[] args) {

// Calling the methods with different arguments

// Method 1: No arguments, no return value

*printMessage*();

// Method 2: Single argument, no return value

*printName*("Radha");

// Method 3: Multiple arguments, return value

**int** sum = *addNumbers*(6, 9);

System.***out***.println("The sum is: " + sum);

// Method 4: Returning a value based on method result

**boolean** isEven = *isNumberEven*(10);

System.***out***.println("Is the number even? " + isEven);

// Method 5: Calling a method within another method

**int** product = *multiplyNumbers*(2, 3);

System.***out***.println("The product is: " + product);

}

// Method 1: No arguments, no return value

**public** **static** **void** printMessage() {

System.***out***.println("Hello, world!");

}

// Method 2: Single argument, no return value

**public** **static** **void** printName(String name) {

System.***out***.println("Hello, " + name + "!");

}

// Method 3: Multiple arguments, return value

**public** **static** **int** addNumbers(**int** num1, **int** num2) {

**int** sum = num1 + num2;

**return** sum;

}

// Method 4: Returning a value based on method result

**public** **static** **boolean** isNumberEven(**int** number) {

**return** number % 2 == 0;

}

// Method 5: Calling a method within another method

**public** **static** **int** multiplyNumbers(**int** num1, **int** num2) {

**int** product = num1 \* num2;

**return** *addNumbers*(product, 5);

}

}

Output:

