

ASSIGNMENT(21/07/2023)

Name: Santhosh.S

Mother: Santhosh, what are you doing there?

Me: I am doing my assignment mom.

Mother: well first eat food then do your work.

Me: ok mom. Give me 10mins let I will finish it and come.

Mother: ok come fast

After 1 to 2 minutes, again

Mother: The 10 minutes you said is over.So, have food then do
Your work.

Me: 🤖

10 mins. Ok mom, almost done wait 10 minutes.

Mother: ok

Now, After 2 to 3mins, again

Mother: half an hour is over, are you coming now or not..

Me:



half an hour!!... mom please, see clock not even 10
minutes completely finish.

Mother: No half an hour is over, show me what are you doing?

Me: This is methods assignment. I need to submit it today.

Mother: What is Methods?

Me: **Methods** are the set of statements used to perform a particular task.

Mother: I don't understand, Give me an example.

Me: **Example:**

Making a cup of coffee(first gather necessary ingredients, Measure water and pour it to coffee maker,heat it,adding Adding sugar,etc) ther is so many steps it needs, all steps is Essential to the overall process and following method will Result in a satisfactory cup of coffee.

Mother: ok,finish

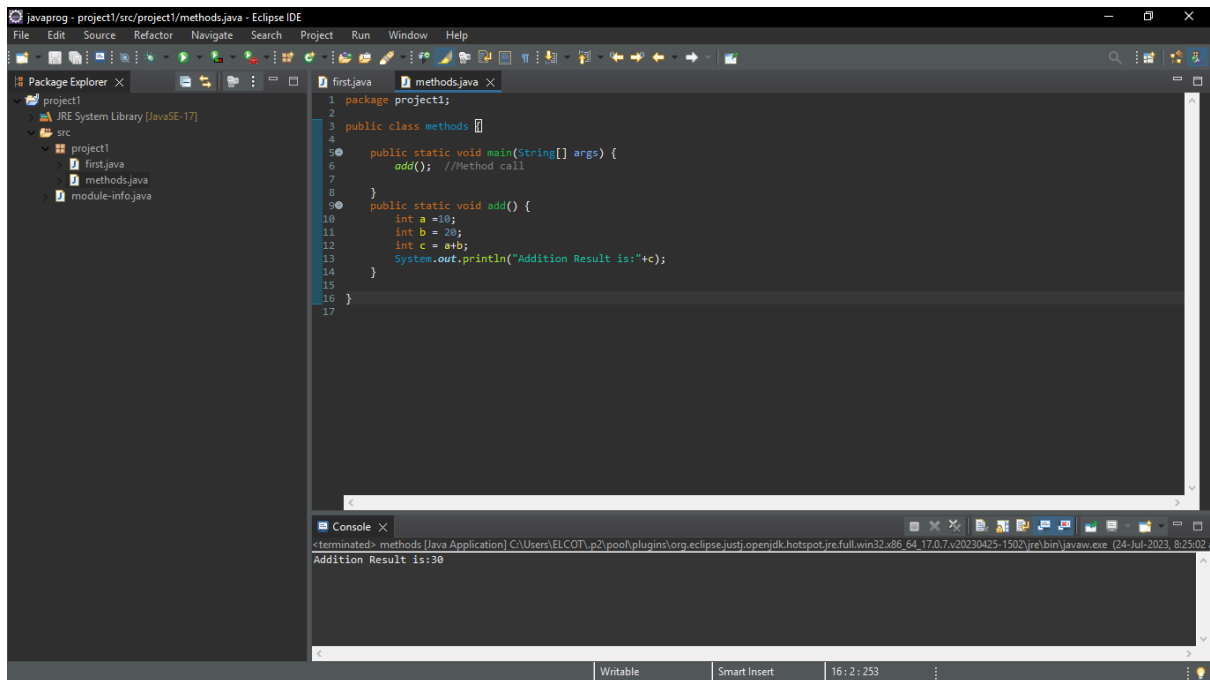
Me: No,Methods are classified into four types:

Mother: Explain it.

Me: Types of Methods.

Type 1: Methods which would not accept any parameters and would not return any value

Example:



The screenshot shows the Eclipse IDE with a Java project named 'project1'. The Package Explorer on the left shows the project structure: 'project1' contains 'first.java', 'methods.java', and 'module-info.java'. The main editor displays the code for 'methods.java':

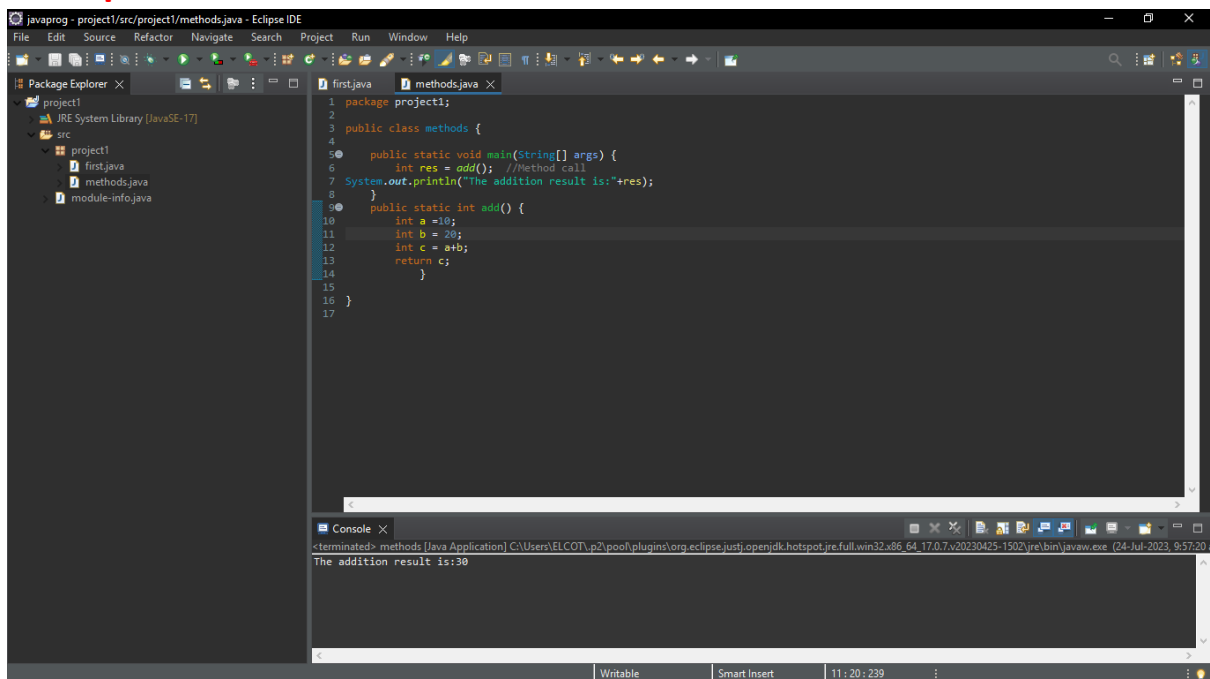
```
1 package project1;
2
3 public class methods {
4
5     public static void main(String[] args) {
6         add(); //Method call
7     }
8
9     public static void add() {
10        int a = 10;
11        int b = 20;
12        int c = a+b;
13        System.out.println("Addition Result is:" + c);
14    }
15 }
16
17
```

The Console at the bottom shows the output of the program:

```
<terminated> methods [Java Application] C:\Users\ELCOT\p2\pool\plugins\org.eclipse.justi.openjdk.hotspot.jre.full.win32-x86_64-17.0.7\v20230425-1502\jre\bin\javaw.exe (24-Jul-2023, 8:25:02)
Addition Result is:30
```

Type 2: Methods which would not accept any parameters and would Return the value.

Example:



The screenshot shows the Eclipse IDE with the same Java project. The Package Explorer is the same. The main editor displays the code for 'methods.java':

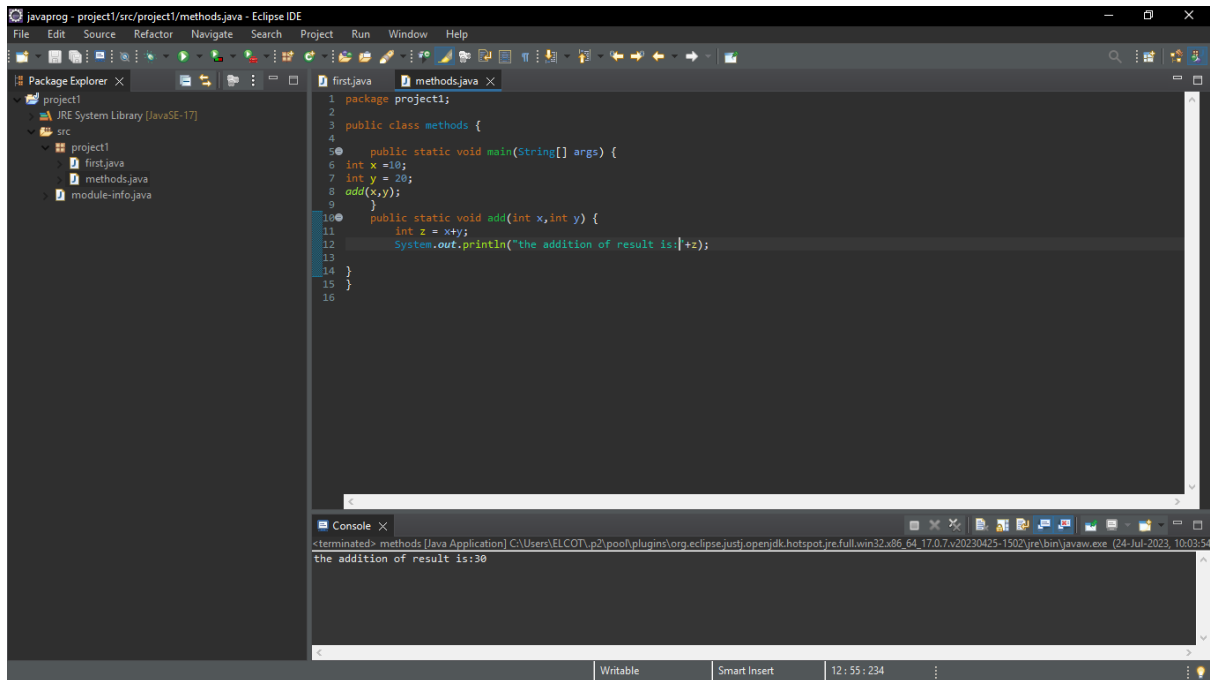
```
1 package project1;
2
3 public class methods {
4
5     public static void main(String[] args) {
6         int res = add(); //Method call
7         System.out.println("The addition result is:" + res);
8     }
9
10    public static int add() {
11        int a = 10;
12        int b = 20;
13        int c = a+b;
14        return c;
15    }
16 }
17
```

The Console at the bottom shows the output of the program:

```
<terminated> methods [Java Application] C:\Users\ELCOT\p2\pool\plugins\org.eclipse.justi.openjdk.hotspot.jre.full.win32-x86_64-17.0.7\v20230425-1502\jre\bin\javaw.exe (24-Jul-2023, 9:57:20)
The addition result is:30
```

Type 3: Methods which would accept certain parameters and would not return any value.

Example:

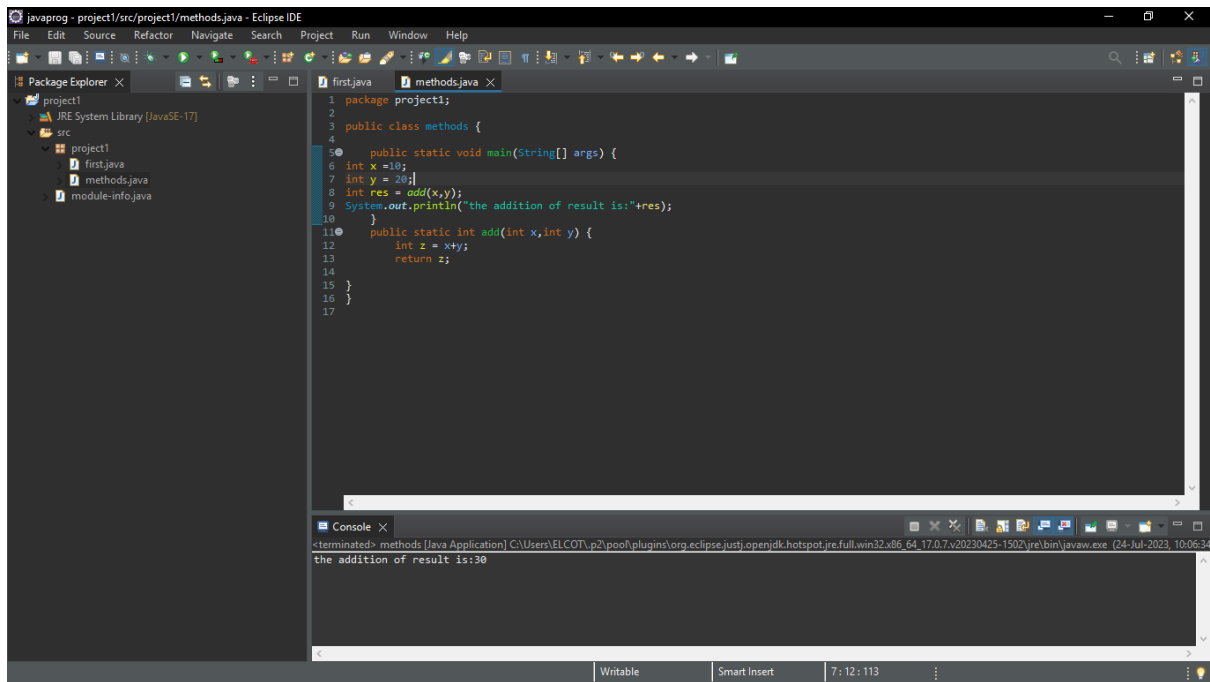
A screenshot of the Eclipse IDE interface. The Package Explorer on the left shows a project named 'project1' with a source folder 'src' containing files 'first.java', 'methods.java', and 'module-info.java'. The main editor window displays the code for 'methods.java'. The code defines a package 'project1', a public class 'methods', and two static methods: 'main' which initializes variables 'x' and 'y' and calls 'add', and 'add' which takes two integers and prints their sum. The console at the bottom shows the output 'the addition of result is:30'.

```
1 package project1;
2
3 public class methods {
4
5     public static void main(String[] args) {
6         int x = 10;
7         int y = 20;
8         add(x,y);
9     }
10
11     public static void add(int x,int y) {
12         int z = x+y;
13         System.out.println("the addition of result is:|+z);
14     }
15 }
16
```

Console: <terminated> methods [Java Application] C:\Users\ELCOT\p2\pool\plugins\org.eclipse.justi.openjdk.hotspot.jre.full.win32.x86_64.17.0.7.v20230425-1502\jre\bin\javaw.exe (24-Jul-2023, 10:03:54)
the addition of result is:30

Type 4: Methods which would accept certain parameters and would return the value.

Example:



```
javaproj - project1/src/project1/methods.java - Eclipse IDE
File Edit Source Refactor Navigate Search Project Run Window Help

Package Explorer
project1
  JRE System Library [JavaSE-17]
  src
    project1
      first.java
      methods.java
      module-info.java

methods.java
1 package project1;
2
3 public class methods {
4
5     public static void main(String[] args) {
6         int x = 10;
7         int y = 20;
8         int res = add(x,y);
9         System.out.println("the addition of result is:"+res);
10    }
11    public static int add(int x,int y) {
12        int z = x+y;
13        return z;
14    }
15 }
16
17

Console
<terminated> methods [Java Application] C:\Users\ELCOT\p2\pool\plugins\org.eclipse.justi.openjdk.hotspot.jre.full.win32.x86_64.17.0.7.v20230425-1502\jre\bin\javaw.exe (24-Jul-2023, 10:06:34)
the addition of result is:30

Writable Smart Insert 7:12:113
```

These are the types of methods.

Mother: ok , now assignment is finish or not.

Me: finish.

Mother: close it and come to eat.

The End.