

Java Methods – Practice Exercise Sheet

1. Greet a User by Name

Task: Create a method that accepts a user's name and prints:

"Hello, [Name]! Welcome!"

Method Name: `greetUser(String name)`

2. Calculate and Return the Cube of a Number

Task: Write a method that takes an integer and returns its **cube**.

Example: Input 3, Output 27

Method Name: `cube(int number)`

3. Check Voting Eligibility

Task: Create a method that takes age as input and prints:

- "Eligible to vote" if 18 or above
- "Not eligible" otherwise

Method Name: `checkVotingEligibility(int age)`

4. Calculate Factorial of a Number

Task: Write a method that returns the factorial of a number (e.g., $5! = 120$).

Hint: Use a **loop**

Method Name: `factorial(int number)`

5. Overload a Greeting Method

Task: Create **two methods** named `greet()`:

- One takes a name and prints "Hi, [Name]!"
- One takes a name and an age and prints "Hi, [Name]! You are [Age] years old."

Method Names: `greet(String name)` and `greet(String name, int age)`

6. Return the Average of Three Numbers

Task: Write a method that accepts three integers and returns their average as a double.

Method Name: `average(int a, int b, int c)`