1.1 We use methods to better structure the program to make it more readable and to avoid code duplication.

1.2 – Declaring a method registers the method in the program so it can be identified in the program.
- Implementation is the process of writing code between its curly braces which carries out the task given to the method.
-Method call is the process that evokes the method that is already declared so the method can perform its task.

1.3 Method name and parameters

1.4 –Method name must start with a capital letter
-Each new word that adds to form a method name must start with a capital letter.

1.5 Private
- When a method is private it can only be accessed in the class it is declared.
Public
-When a method is public it can be called from any class.
Protected
-When a method is protected it can only be accessed in the class it is found and other classes that inherit from the same class.

1.6 A static method is a method that can be called without an instance of the class it belongs to.
-An instance method belongs to the instance of the class.

1.7 Formal parameter is in the method, it stands for a value that will be passed when the method is called.
-Actual parameter is the value that is passed by a method when a method is called.

1.8 With value parameters the value of the actual parameter is copied to the formal parameter.
-With reference parameters the formal and actual parameters point to the same memory cell.
-Out parameters transfer data out of the method.

1.9 Yes, it is always fixed.

1.10 A method is overloaded when two or more methods have a similar name but differ with parameter lists.

1.11 –A method can be called in an expression and its return value used in calculation or added to a string statement.
-The returned value of a method can be used as a parameter for another method.

1.12 – Each method must have a distinct and well defined task. One method must have one task.
-A method must have a good name that describes its function.
-A method must be short