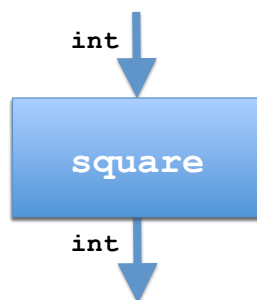


# CALLING a METHOD



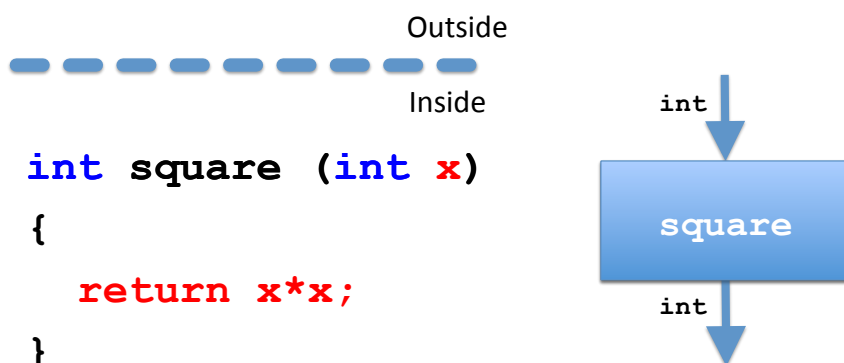
## Method Definition

*square: int → int*  
*square(x) = x\*x*



```
int square (int x)
{
    return x*x;
}
```

## Outside / Inside



## Outside / Inside

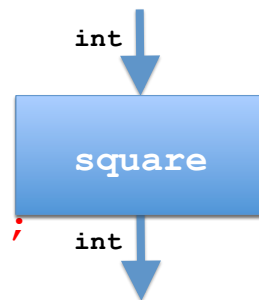
```
int square (int )
```

Outside

-----

Inside

```
int square (int x)
{
    return 1+(x+1)*(x-1);
}
```



## Method Call

9

16

y=square(3);

Use

-----

Definition

```
int square (int x)
```

```
{
```

```
    return x*x;
```

```
}
```

16

4

int

4



