

# Introduction to Java for C++ Programmers

Segment - 1

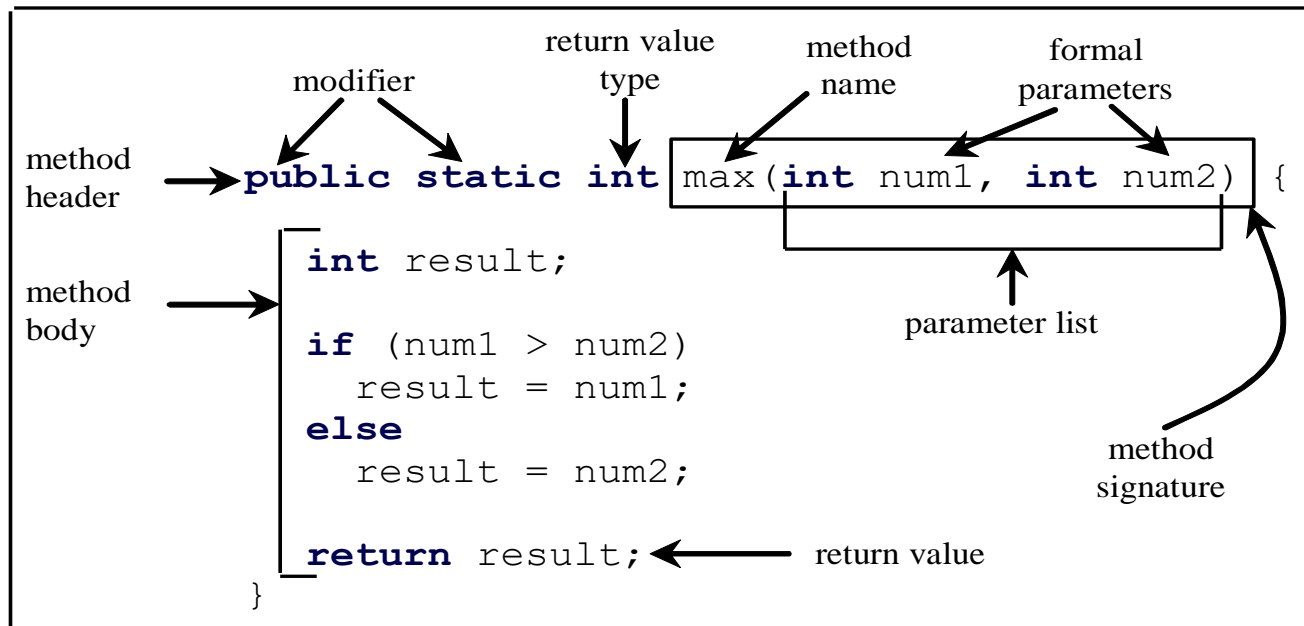
JAC 444

Professor: Mahboob Ali

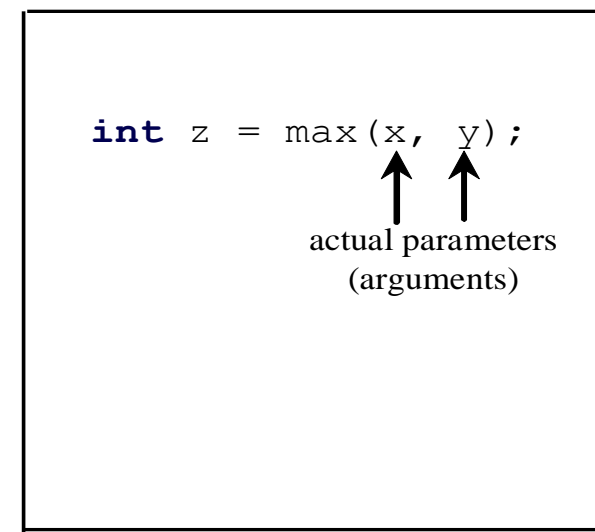
# Methods

- A method is a collection of statements that are grouped together to perform an operation.

Define a method

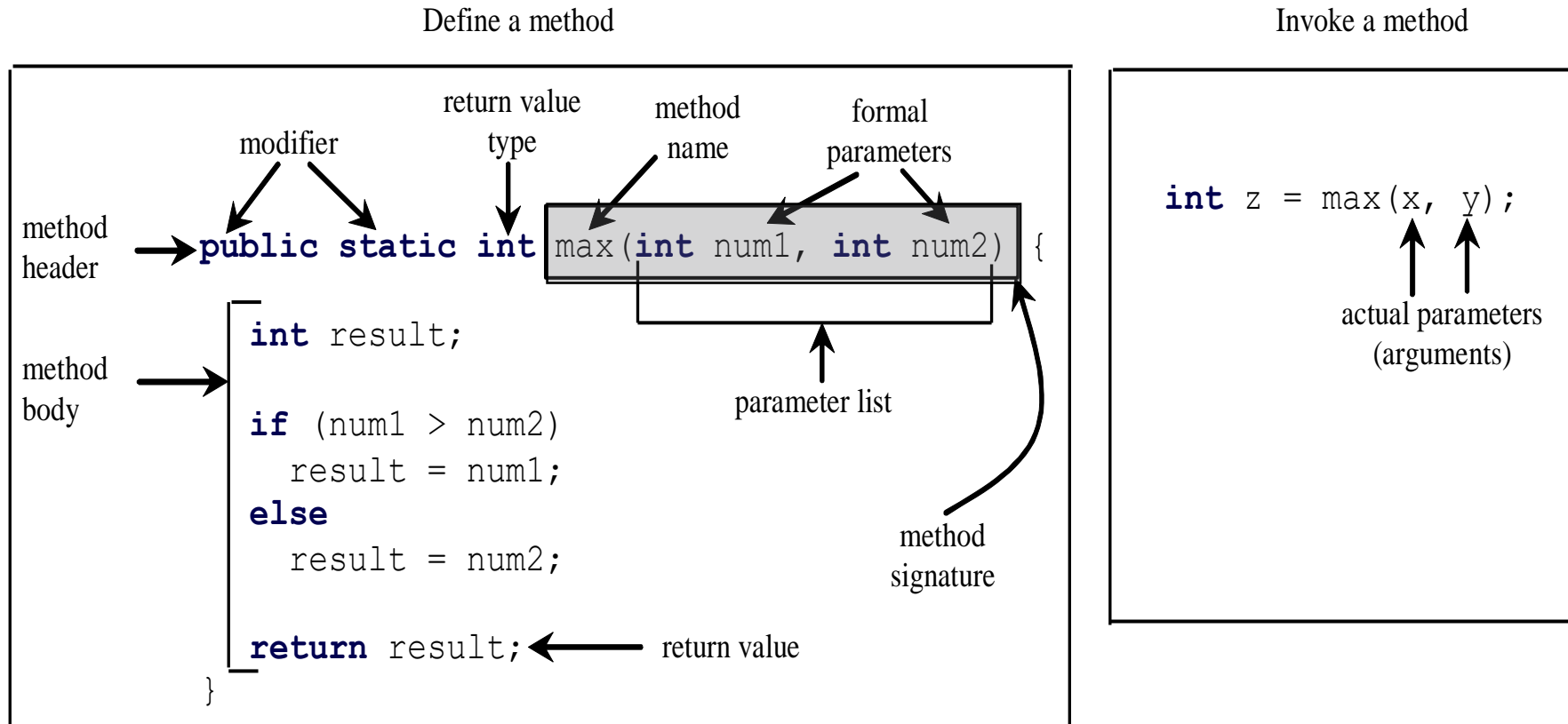


Invoke a method



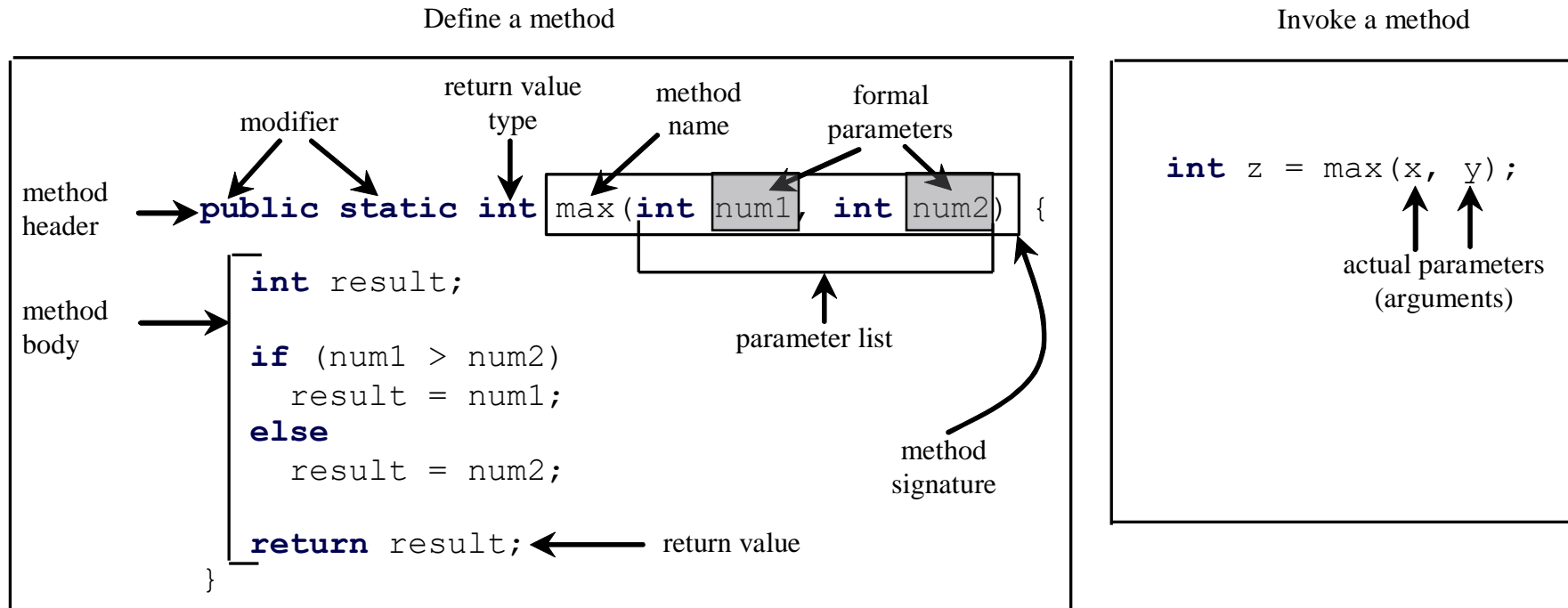
# Method Signature

*Method signature* is the combination of the **method name** and the **parameter list**.



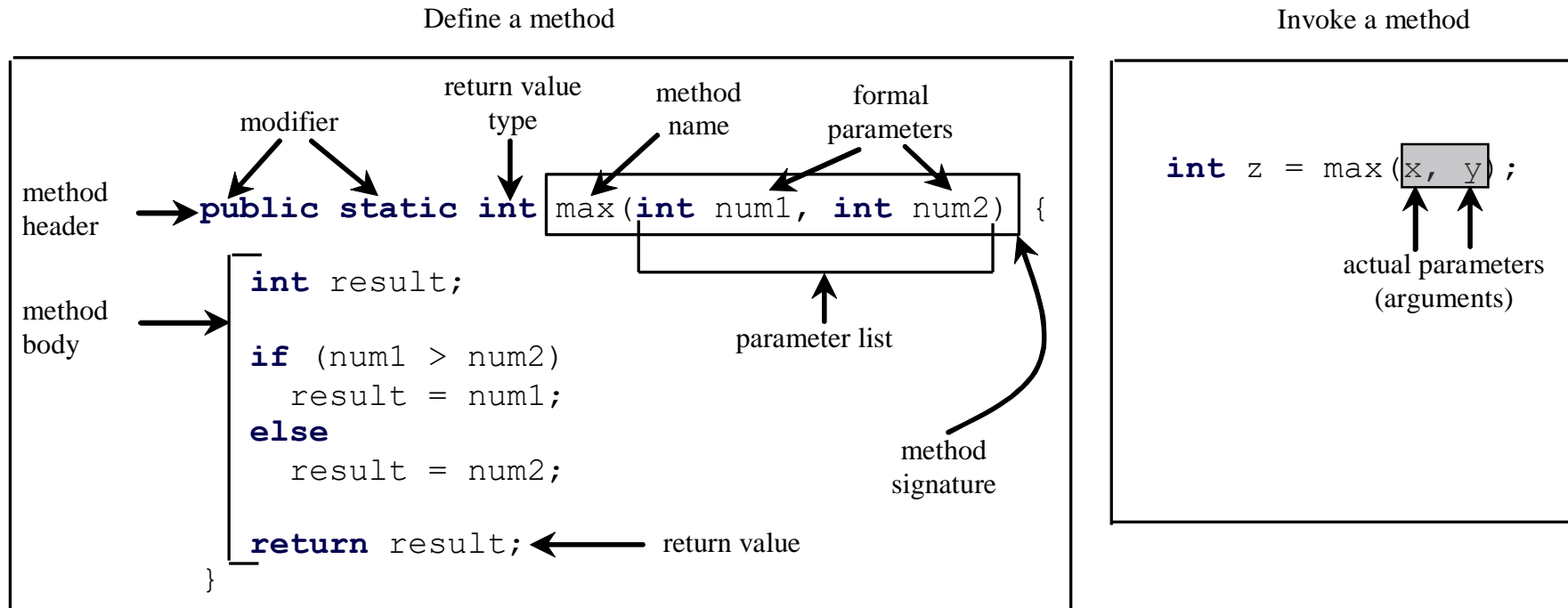
# Formal Parameters

The variables defined in the method header are known as *formal parameters*.



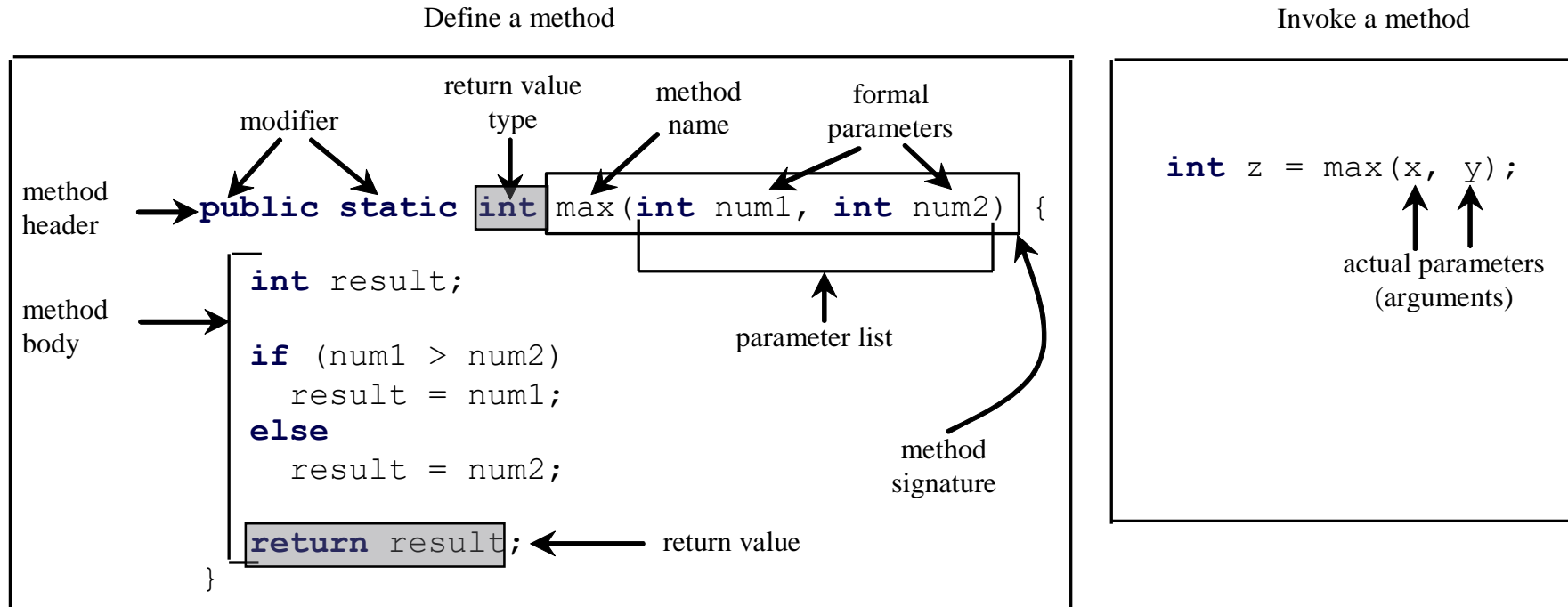
# Actual Parameters

When a method is invoked, you pass a value to the parameter. This value is referred to as *actual parameter* or *argument*.

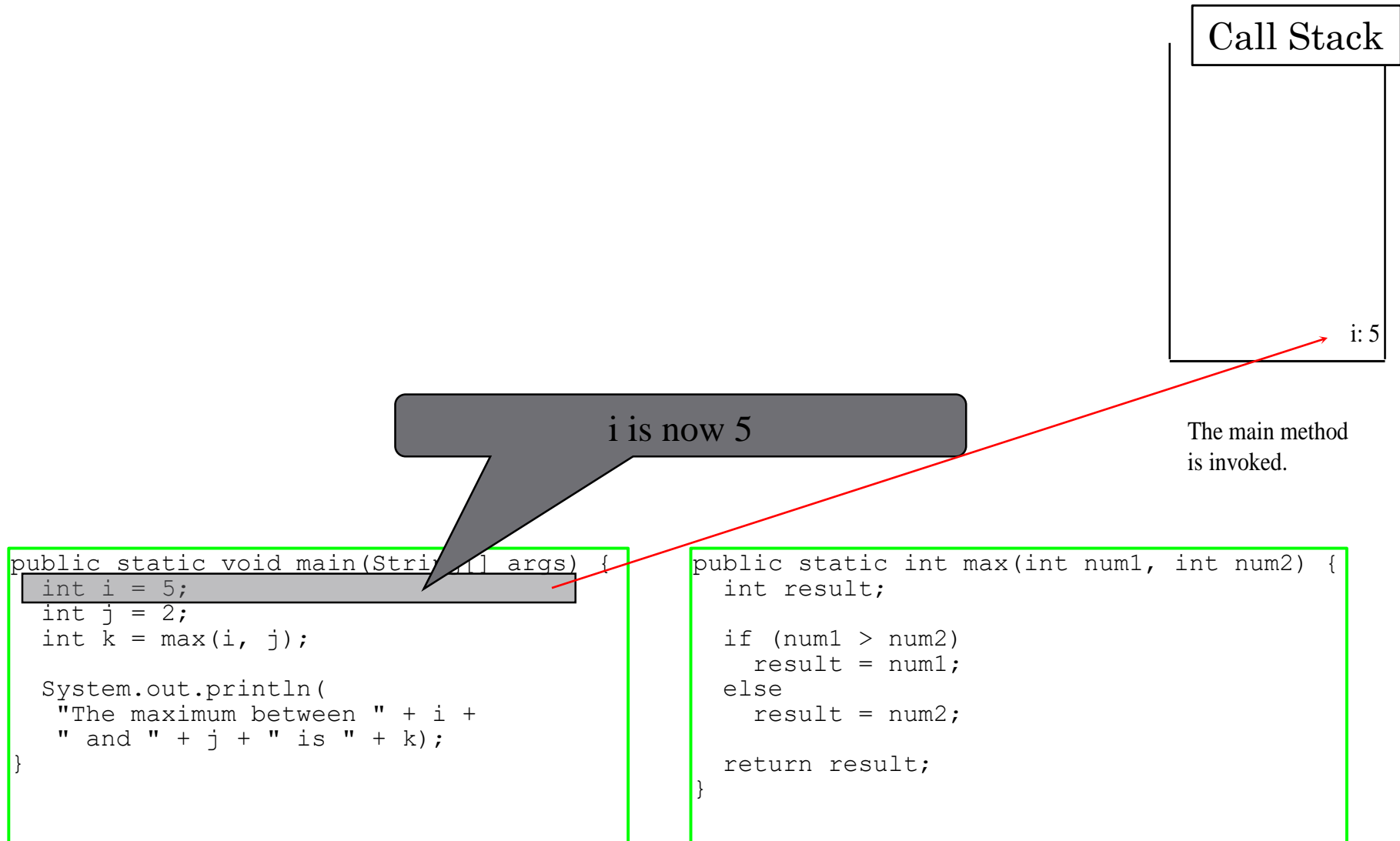


# Return Value Type

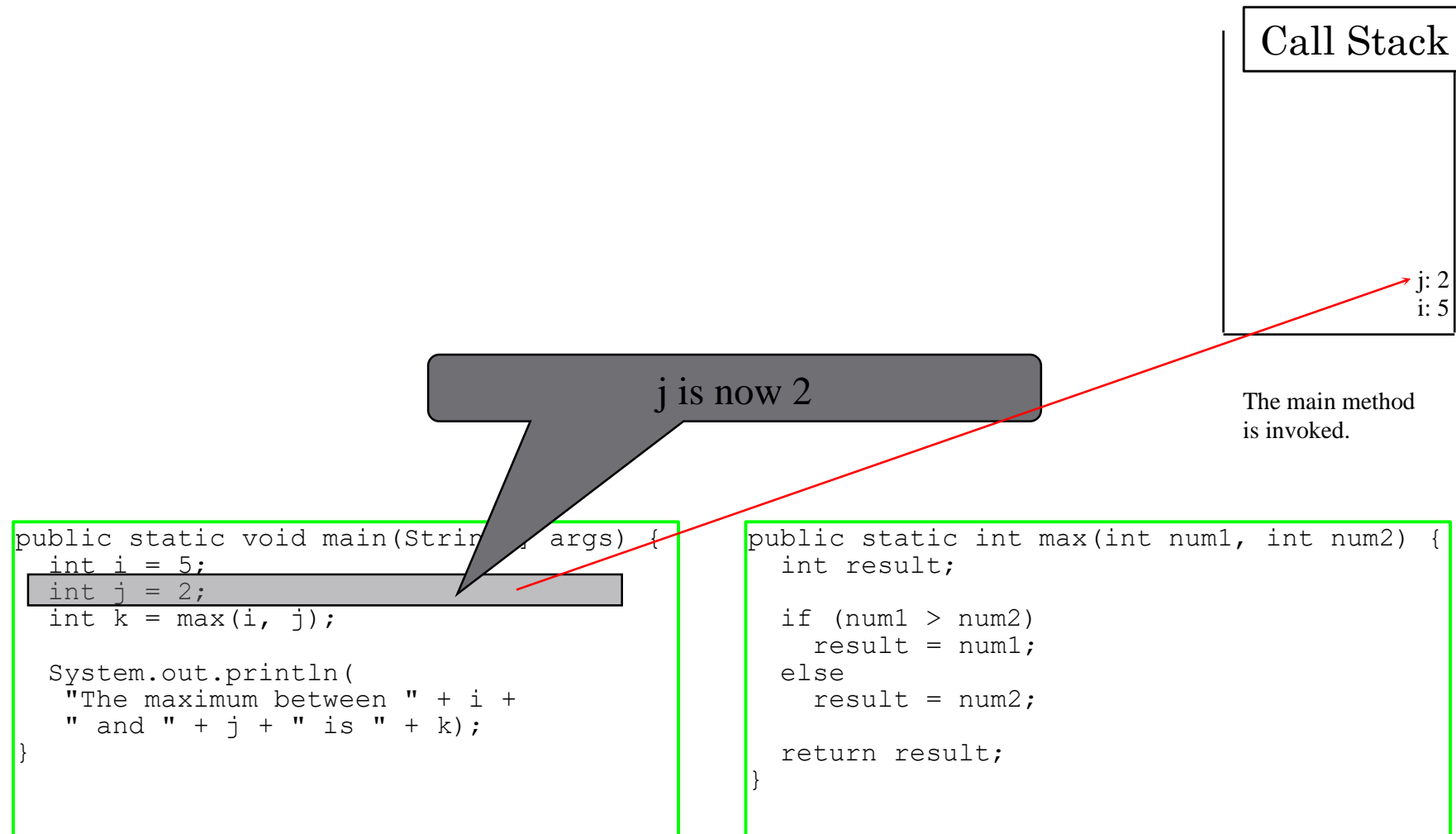
A method may return a value. The return Value Type is the data type of the value the method returns. If the method does not return a value, the return Value Type is the keyword void. For example, the return Value Type in the main method is void.



# Trace Method Invocation

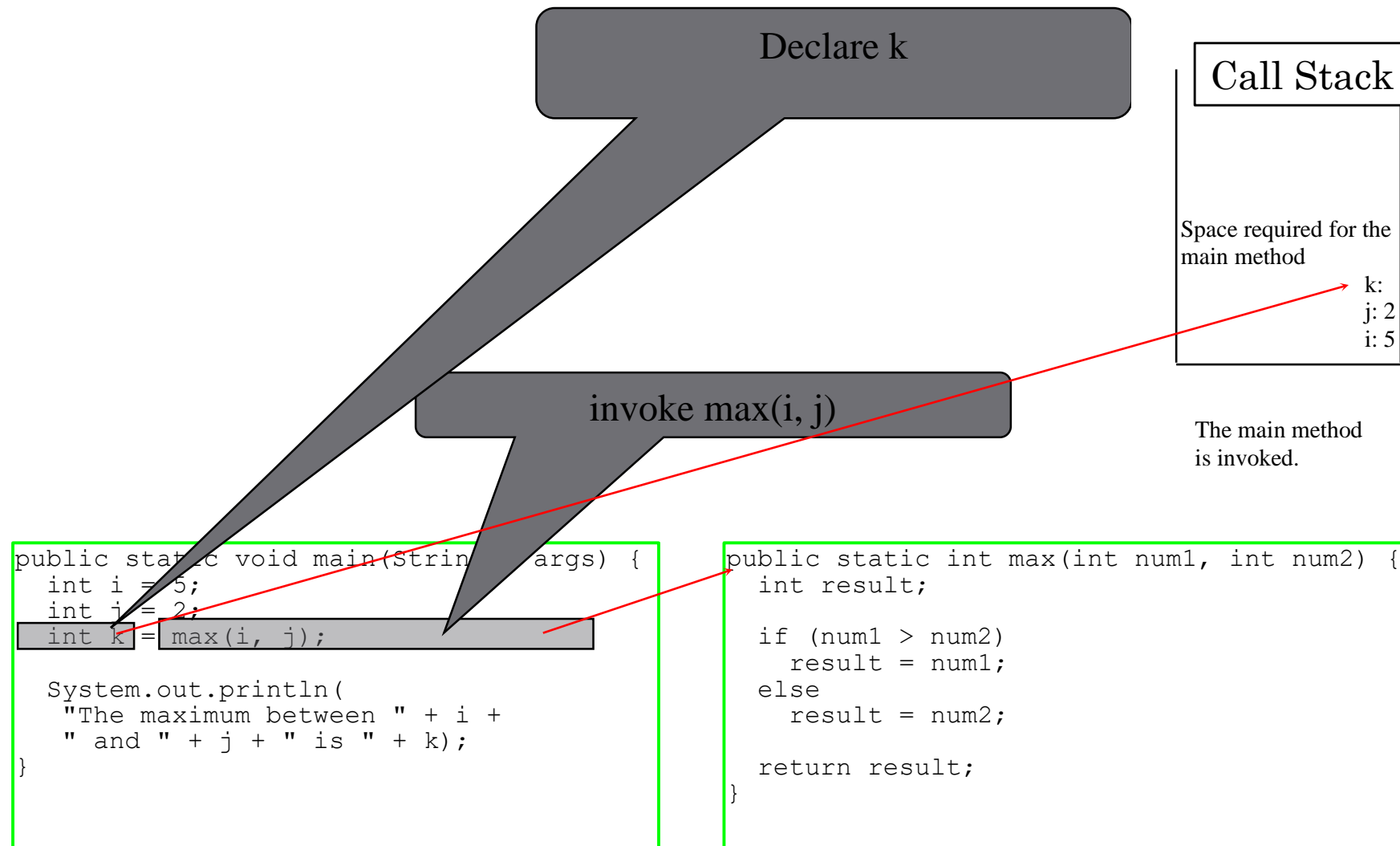


# Trace Method Invocation

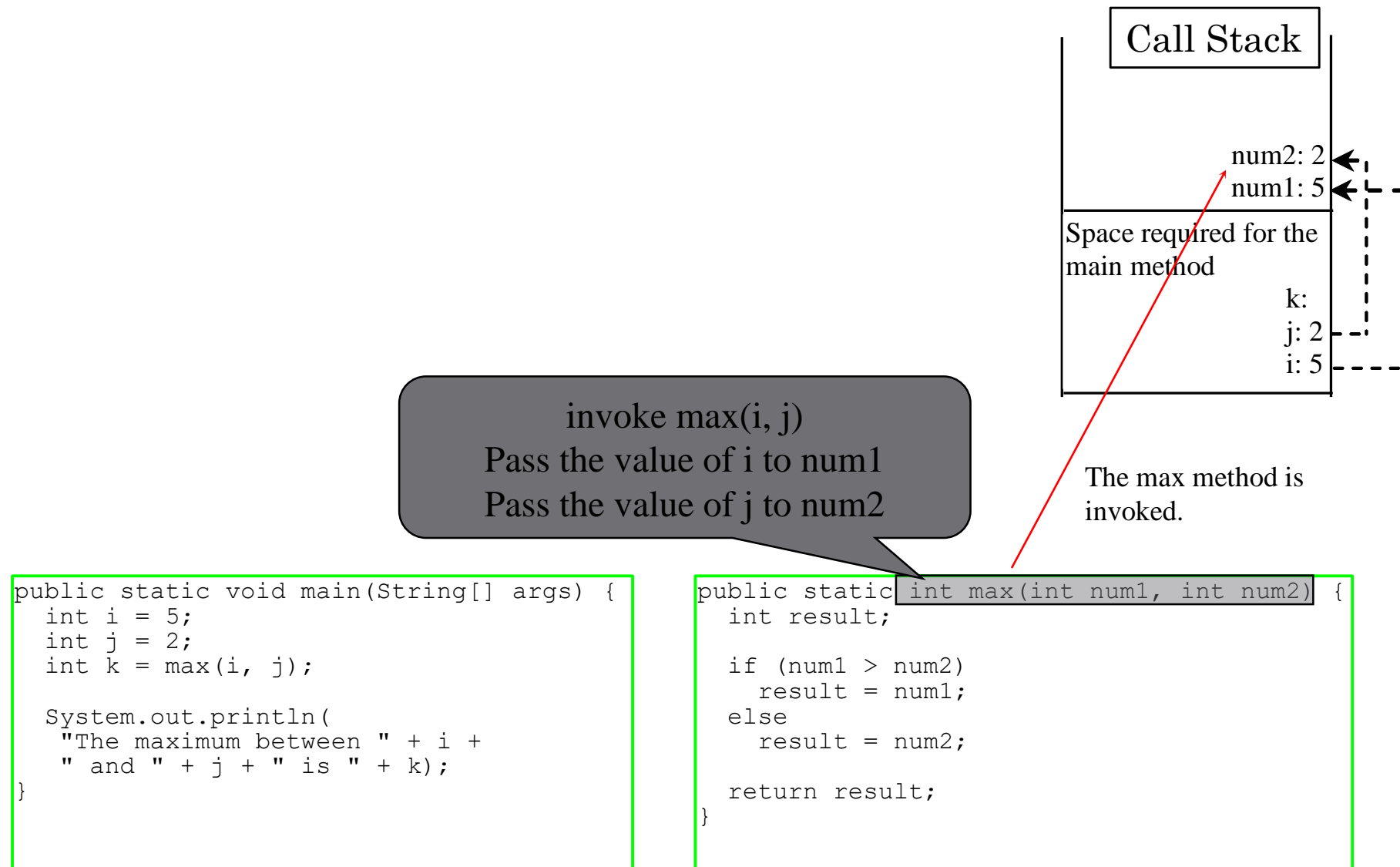




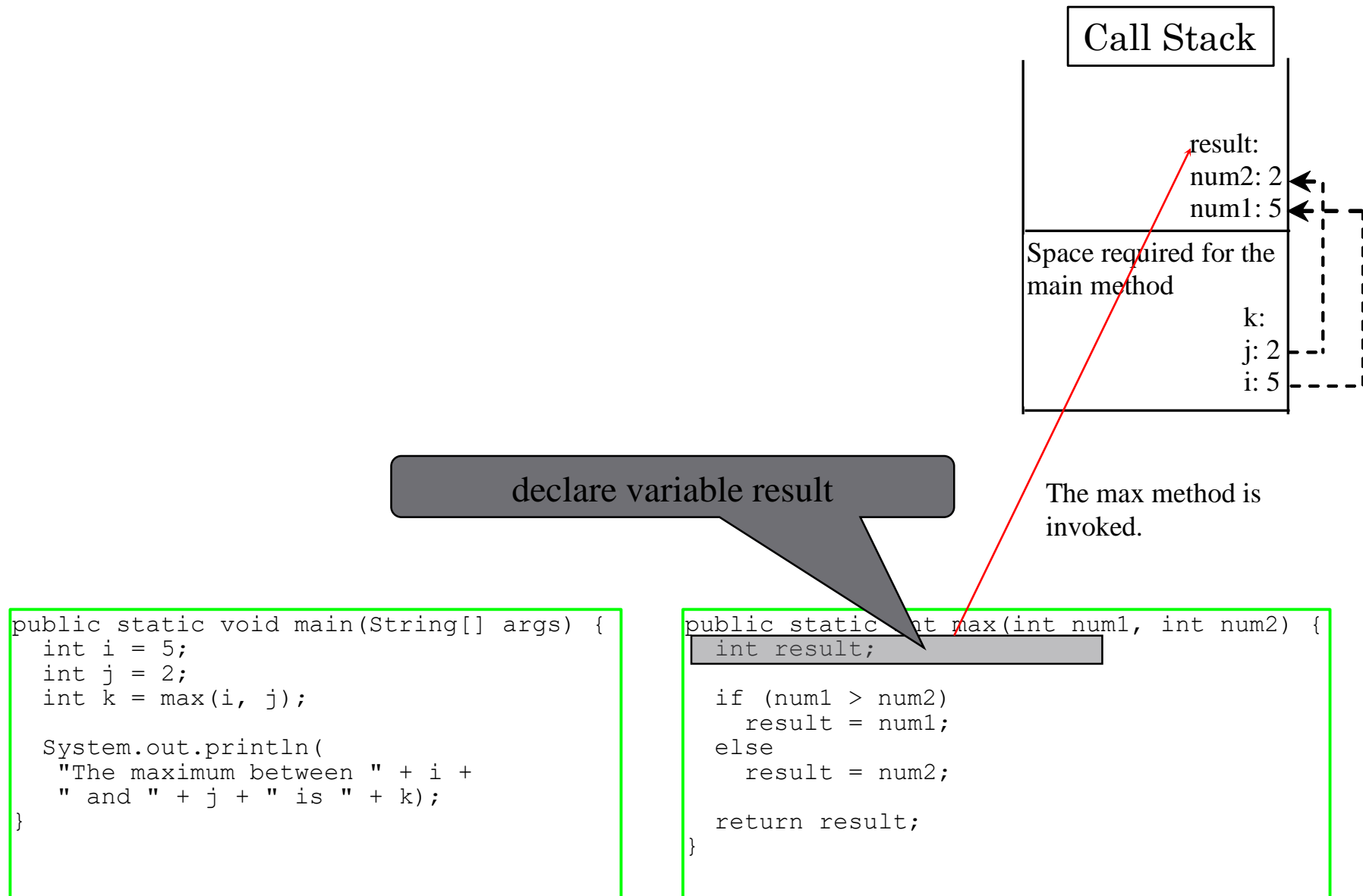
# Trace Method Invocation



# Trace Method Invocation



# Trace Method Invocation



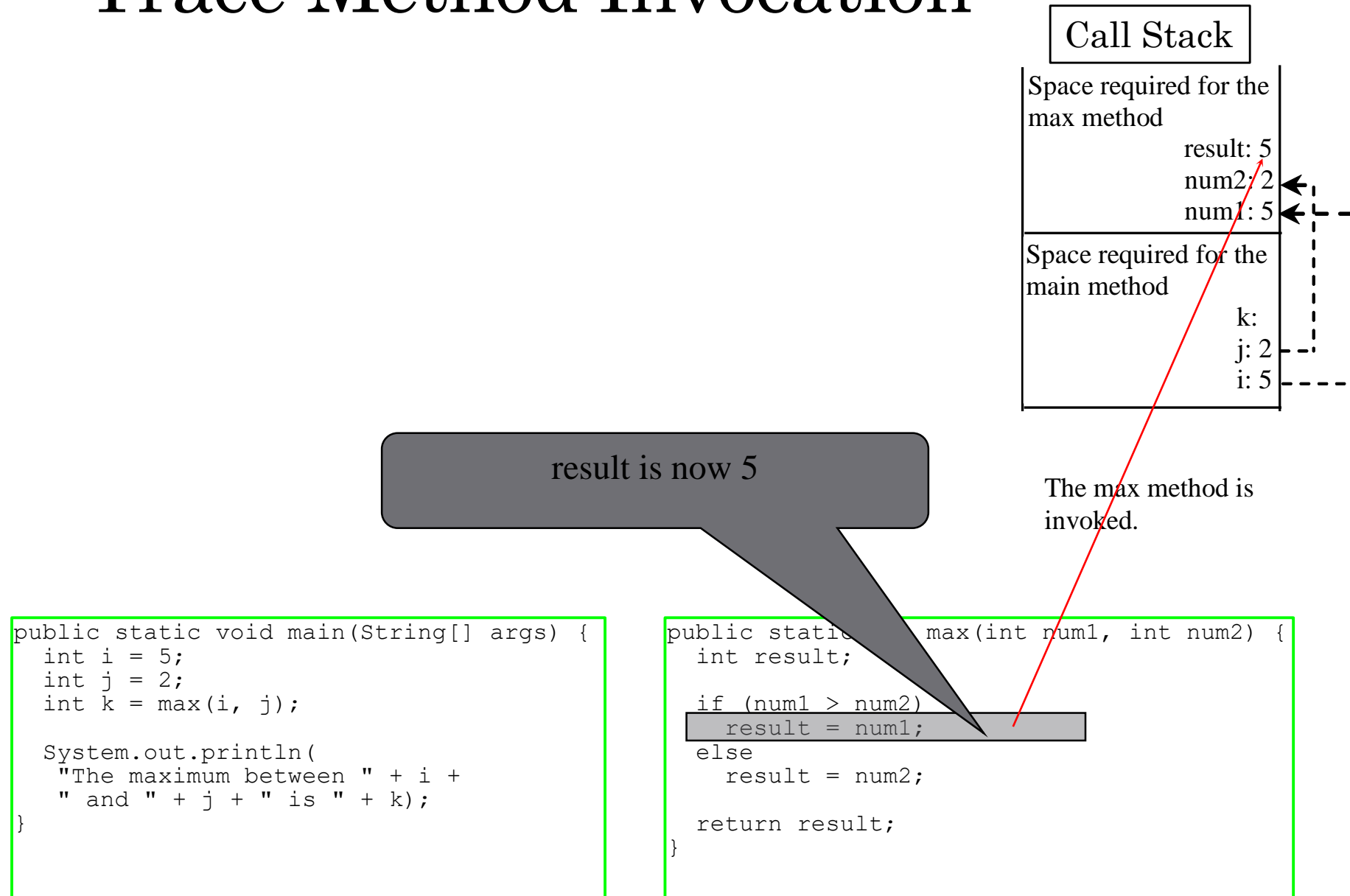
# Trace Method Invocation

(num1 > num2) is true since num1  
is 5 and num2 is 2

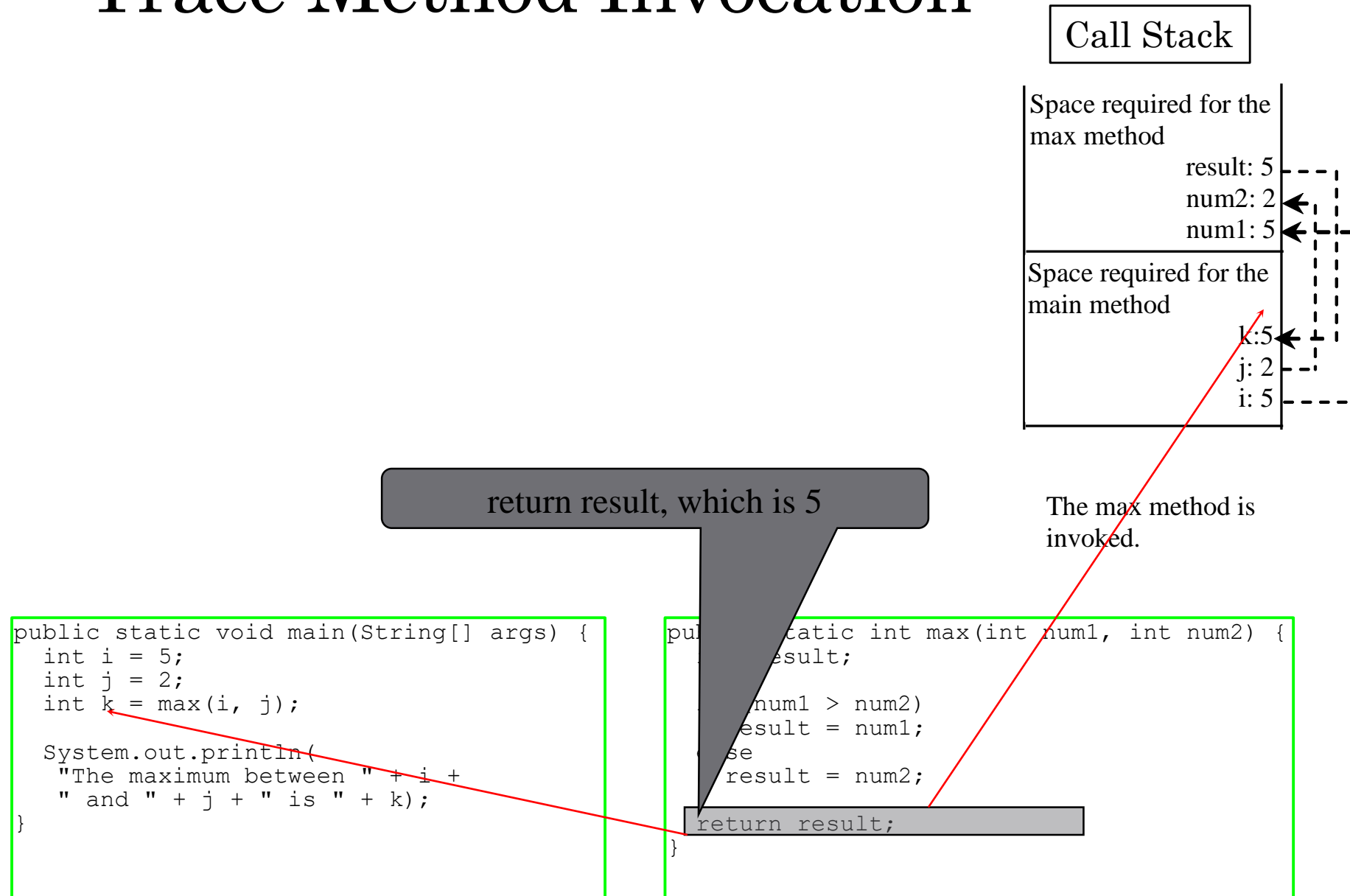
```
public static void main(String[] args) {  
    int i = 5;  
    int j = 2;  
    int k = max(i, j);  
  
    System.out.println(  
        "The maximum between " + i +  
        " and " + j + " is " + k);  
}
```

```
public static int max(int num1, int num2) {  
    int result;  
  
    if (num1 > num2)  
        result = num1;  
    else  
        result = num2;  
  
    return result;  
}
```

# Trace Method Invocation



# Trace Method Invocation



# Trace Method Invocation

return max(i, j) and assign the  
return value to k

```
public static void main(String[] args) {  
    int i = 5;  
    int j = 2;  
    int k = max(i, j);  
  
    System.out.println(  
        "The maximum between " + i +  
        " and " + j + " is " + k);  
}
```

```
public static int max(int num1, int num2) {  
    int result;  
  
    if (num1 > num2)  
        result = num1;  
    else  
        result = num2;  
  
    return result;  
}
```

# Trace Method Invocation

Execute the print statement

```
public static void main(String[] args) {  
    int i = 5;  
    int j = 2;  
    int k = max(i, j);  
  
    System.out.println(  
        "The maximum between " + i +  
        " and " + j + " is " + k);  
}
```

```
public static int max(int num1, int num2) {  
    int result;  
  
    if (num1 > num2)  
        result = num1;  
    else  
        result = num2;  
  
    return result;  
}
```

Call Stack

Space required for the  
main method

k:5  
j: 2  
i: 5

The main method  
is invoked.



# Types of Methods

- **Instance Methods**
  - **Object** level methods
  - Invocation: **ObjRef.methodName()**
  - **Affect object state**
- **Static Methods**
  - **static** keyword
  - **Class** level methods, i.e., **No access to state, can't access instance variables/ methods.**
  - Can **access static variables.**
  - Invocation: **className.methodName()**

# What is wrong with this program?

```
public static int sign(int n) {  
    if (n > 0)  
        return 1;  
    else if (n == 0)  
        return 0;  
    else if (n < 0)  
        return -1;  
}
```

```
public static int sign(int n) {  
    if (n > 0)  
        return 1;  
    else if (n == 0)  
        return 0;  
    else if (n < 0)  
        return -1;  
}
```

(a)

Should be

```
public static int sign(int n) {  
    if (n > 0)  
        return 1;  
    else if (n == 0)  
        return 0;  
    else  
        return -1;  
}
```

(b)

# Method Overloading

- If a class has multiple methods having same name but different in parameters, it is known as **Method Overloading**.
- You can overload a method in Java by two ways:
  - By changing the number of arguments.
  - By changing the data type.

# Can you overload a method by changing the return type?

- In java, method overloading is not possible by changing the return type of the method only because of ambiguity.

```
class Adder{
    static int add(int a,int b){return a+b;}
    static double add(int a,int b){return a+b;}
}

class TestOverloading3{
    public static void main(String[] args){
        System.out.println(Adder.add(11,11)); //ambiguity
    }
}
```

# Can we overload java main() method?

- Yes, by method overloading. You can have any number of main methods in a class by method overloading.
- But JVM calls main() method which receives string array as arguments only.

```
class TestOverloading4{  
public static void main(String[] args){  
    System.out.println("main with String[]");}  
public static void main(String args){  
    System.out.println("main with String");}  
public static void main(){  
    System.out.println("main without args");}  
}
```

# String[] args

- String[] arguments is the array for runtime argument to our java program, if required we can pass arguments to our java program through the command line.

```
public class ArgumentTest{  
    public static void main(String[] args){  
        for(String str : args){  
            System.out.println(str);  
        }  
    }  
}
```

```
public class Addition{  
    public static void main(String[] args){  
        if(args.length == 2){  
            int a = Integer.parseInt(args[0]);  
            int b = Integer.parseInt(args[1]);  
  
            System.out.println("The addition of two numbers: "  
+ (a+b));  
        }  
        else  
            System.out.println("Please enter two integer  
values!!!");  
    }  
}
```