

* Functions:

(1)

- Syntax:

```
access modifiers return-type name (parameters) {  
    //body  
    return statement;  
}
```

+ add static before return-type.

* To call function syntax: function-name () ;

* In java there is only pass by value. (means both value points to same object).

Workflow

```
psum () {
```

```
    name = "Kunal"
```

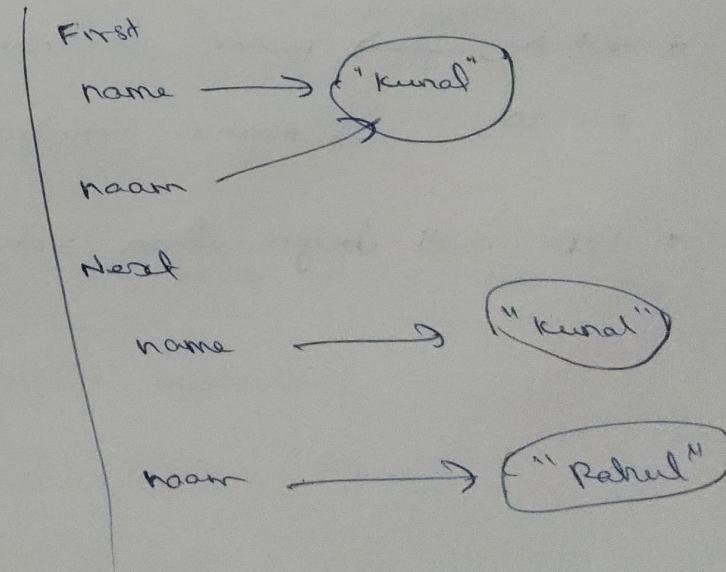
```
    change (name)
```

```
    print (name)
```

```
}
```

```
change (name) {  
    name = "Rahul"
```

```
}
```



* Primitives = int, short, char, byte ...



just pass by value

Objects and others : passing value of the reference variable.

Eg:-

main() {

a = 10, b = 20

swap(a, b)

}

swap(a, b) {

temp = a;

a = b;

b = temp; }

a → 10

a1 → 10

b → 20

b1 → 20,

* If you're using variable as global scope make it

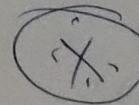
static.

1:04:00

* shadowing means if there is a variable declared at global scope but when a variable with same name as global variable is created inside block, Inside variable will shadow the global variable.

* int x; → means declaring

x = 30; → means initializing



* Scope will begin when value is initialized.