

## Return type:

(i) when function will complete its execution then the calling <sup>call</sup> function  $\uparrow$  is have to going some value.

(ii) The value is going to be whatever you return in the function.

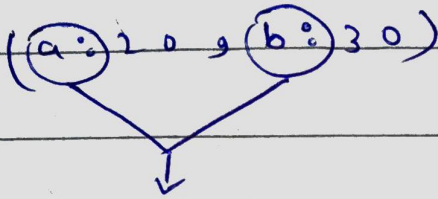
(iii) If no return type then write void.

$\text{int} + \text{int} = \text{int}$

remember explicitly.

(iv) After execution of return statement the function will terminate its execution.

(✓) Pass the value of variable when you are calling the method in main()



for highlighting, feature of intelliJ idea.

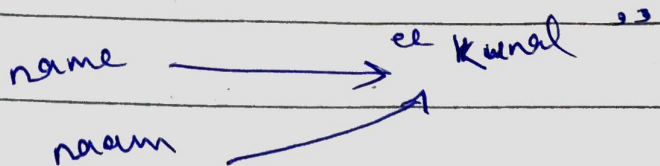
### Swap code :

```
temp = a;
```

```
a = b;
```

```
b = temp;
```

★ There is no pass by reference only pass by value.



★ copy of name.

★ pointing toward another

★ creating a new object  
we use

★ primitives :

int, short, char, byte ---  
↓  
just passing value.

★ object & stuff : passing value of reference.

a → 10  
swap(a, b)

swap(num1, num2)

a → 10  
num1 → 10

b → 20  
num2 → 20

only value will be passed.

a → 10  
num1 → 10 ) → same as a → 10  
num2 → 20

\* array are pass by reference  
not pass by value.



# Shadow:

Shadow begins when the local variable is declared. scope will begin when the value is initialized.

Following programme will access the lower level variable.

```
public class Name
```

```
{
```

```
static int x = 20;
```

```
public static void main (String[] args)
```

```
{
```

```
int x;
```

```
x = 20
```

→ This will access lower level

it will remove

this (x=20)

→ compiler will access lower level and this error

## var Args:

When we don't know how many variable will pass then var Args take place. or we can say this var args

int ...v → variable  
 ↓  
 data  
 ↓  
 type     dot

internally it is taking integers in array.

length is not constant. This may be vary.

int ...v

↓  
 array of type integer.

they should always come at end.

varArgs (int a, int b, (int ...v))  
 ↑ at last

## Function overloading:

\* Number of arguments and types of argument should be different for the functions that have the same name.

vars cannot be empty. in overloading.