Java Class

The Method

10th June 2020

OVERVIEW

Organization is the key to success. Why not take lines of code that are used often and bunch them into one neat package. What about creating a nice, easy to use front end for a more complex bunch of code? The method can solve that

GOALS

1. Learn about methods and why they are important
    a. VOCAB
        i.   Method
        ii.   Return
        iii. Return Type
        iv.   Visibility
        v.   Parameter
2. Write your own method

BASIC SYNTAX

- A method is written by using a very specific syntax to tell the compiler about it and what it does. See below:

```
private static <typeofreturndata> <nameofmethod>([paramaters go in here]){
Code here;
}
```

- So if we are going to create a method named hello that returns a string and takes no parameters, you will then write:

```
private static String hello(){
        return "Hello";
}
```

- Now, what about parameters? Here is a method that returns the sum of two parameters (a and b)

```
 private static int add(int a, int b){
       int sum = a + b;
       return sum;
}
```

- To call this method, we just write:

```
add(num1,num2);
```

PROJECT

The Random Game, but this time it's a method

So, you created a game. Let's redesign the architecture of your code to make use of methods. You will redesign your game to:

1. **Outsource the checking to a method titled *randomChecker* that takes in the random number and the guess as parameters and returns true or false based upon if the number match or not.**