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

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.**