Methods

- Collection of instructions that performs some specific task.
- Code readability, maintainability and reusability
- **access specifier - return type - name - body**
  - Public - can be accessed through any class in any package (collection of similar / logical classes
  - Private - can be accessed by methods only within same class
  - Protected - can be accessed by other classes in same package or other sub-classes in differen package
  - Default - id we do not mention anything. Can only be accessed by classes in same package
- return type - after computation what your method is returning.
- method name should be verb - what action that method is performing

Types of Methods : -

1. System Defined
   - Already defined and ready to used in java
2. User Defined
   - Programmer created method
3. Overloaded Method
   - More than one method with same name is created in same class
   - only arguments are considered, return type cannot be different
4. Overridden Method / Dynamic binding
   - Subclass have same method in parent class
   - if instance of child, first child class is checked for method, if not present then go to parent class
5. Static Method
   - Very Important
   - called upon class
   - static methods can not access non-static variables
   - cannot be overridden - still we can create same static method in sub-class
   - method which do not modify state of an object, can be declared static.
   - utility methods can also be declared static, which do not use instance variable and compute onl on arguments.
6. Final Method
   - when we don't want child class to change method (override) of parent class, we can make that method as 'final'
7. Abstract Method
   - defined only in abstract class
   - only declaration is done
   - implementation is done child classes (definition)

Variable Argument

- When parameter of function is not fixed

- (...)
- like spread operator of JS