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Today

* Method

Method is a function

Class is a collection of methods (functions) and instance variables (fields)

Execution starts at MAIN

This is a example:

Public class SampleProgram{

Public static void printArray(int[] a){

System.out.print(“\n[”);

for( int i = 0; i < A.length-1; ++i )

System.out.print(A[i] + “, ”);

System.out.println(A[A.lenght-1] + “]”);

}

public static double final pi = 3.1415;

public static double area(double r){

double res = pi \* r \* r

return res;

}

Public static void printArray(double[] a){

System.out.print(“\n[”);

for( int i = 0; i < A.length-1; ++i )

System.out.print(A[i] + “, ”);

System.out.println(A[A.lenght-1] + “]”);

}

public static int abs(int x ){

If(x<0)

Return –x;

Else

Return x

}

Public static void main(String[] args){

Int [] A = {2,3,4,5,6};

printArray(A);

A = new int[6];

A[0] = -2; A[1]= -2; A[2]= -4;

A[3] = A[1] + A[2];

A[4] = abs(A[1] + A[2]);

printArray(A);

}

}

How to create array?

Int[] A = {2,3,4,5,6};

You can also create a array with 6 number

A = new int[6] ;

It will give you {0,0,0,0,0,0}

The order of the method in the set does not matter to the computer.

Local Variable:

* Every variable inside of the method are local variable
* The local variable can only be using out side of that method

Overloading:

* In Java, you can write two method in the same name for different type of input
* The program will figure out which one to use.

Instance Variables:

* we can create a variable live inside of the class
* set a number for the whole class

Scope of An identifier (Variable or method name)

* local variable: from the point of declaration(where it gets its type) to the end of the compound statement of closest enclosing compound statement
* Global: entire class; no ordering