



1. What is a method?

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- Organize and group code
- Perform a specific task

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nextFloat method

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1. What is a method?

Scanner class: nextFloat method

nextFloat

```
public float nextFloat()
```

Scans the next token of the input as a float. This method will throw `InputMismatchException` if the next token cannot be translated into a valid float value as described below. If the translation is successful, the scanner advances past the input that matched.

If the next token matches the *Float* regular expression defined above then the token is converted into a float value as if by removing all locale specific prefixes, group separators, and locale specific suffixes, then mapping non-ASCII digits into ASCII digits via `Character.digit`, prepending a negative sign (-) if the locale specific negative prefixes and suffixes were present, and passing the resulting string to `Float.parseFloat`. If the token matches the localized NaN or infinity strings, then either "Nan" or "Infinity" is passed to `Float.parseFloat` as appropriate.

Returns:

the float scanned from the input

Throws:

`InputMismatchException` - if the next token does not match the *Float* regular expression, or is out of range

`NoSuchElementException` - if input is exhausted

`IllegalStateException` - if this scanner is closed

 [Scanner class Java Documentation](#)

1. What is a method?

nextFloat method

length method

- Organize and group code
- Perform a specific task

1. What is a method?

String class: length method

Method Detail

length

```
public int length()
```

Returns the length of this string. The length is equal to the number of **Unicode code units** in the string.

Specified by:

length in interface **CharSequence**

Returns:

the length of the sequence of characters represented by this object.



[String class Java Documentation](#)

1. What is a method?

- Organize and group code
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nextFloat method

length method

valueOf method

1. What is a method?

String class: valueOf method

valueOf

```
public static String valueOf(float f)
```

Returns the string representation of the float argument.

The representation is exactly the one returned by the `Float.toString` method of one argument.

Parameters:

f - a float.

Returns:

a string representation of the float argument.

See Also:

`Float.toString(float)`

 [String class Java Documentation](#)

1. What is a method?

Method calling

Instance methods

Static methods

1. What is a method?

Static methods

valueOf

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See Also:

`Float.toString(float)`

 [String class Java Documentation](#)

1. What is a method?

Method calling – Instance method

```
[ClassDataType] variable = ...;
```

```
variable.methodName(parameter1, parameter2, ..., parameterN);
```

Syntax

```
String text= "Hello world";
```

```
int numCharacters= text.length(); //11
```

```
char character= text.charAt(0); //H
```

Example

1. What is a method?

Method calling – Static method

```
ClassName.methodName(parameter1, parameter2, ..., parameterN);
```

Syntax

```
String texto = String.valueOf(3.1416f);
```

Example

1. What is a method?

Method calling

```
String variable = "Hello world";
```

```
int numCharacters= variable.length(); //11
```

Instance method

Method calling: referring to a method by name and use it in a program

```
String texto = String.valueOf(3.1416f);
```

Static method

1. What is a method?

Method calling

```
String text = "Hello world";  
int n = text.length();  
System.out.println("Text contains: "+n+" characters.");  
for (int i=0; i<text.length();i++){  
    System.out.println(text.charAt(i));  
}
```

1. What is a method?

Method calling

- Referring to a method by name
- Execute the code in the definition

Method definition

- Contains the code

1. What is a method?

Method calling

```
String text = "Hello world";  
int n = text.length();
```

1. What is a method?

```
String text = "Hello world";  
int n = text.length();
```

Java predefined method

Method calling

```
class String{  
    ...  
    public int length(){  
        //block of code  
    }  
}
```

Method definition

1. What is a method?

```
String text = "Hello world";  
int n = text.length();
```

```
class String{  
    ...  
    public int length(){  
        //block of code  
    }  
}
```

Method Detail

length

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Specified by:

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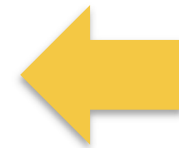
Method definition

1. What is a method?

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String text = "Hello world";  
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Method calling

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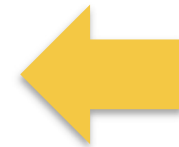
Method definition

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Method calling

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Method definition

1. What is a method?

```
String text = "Hello world";  
int n = text.length();  
//...  
for (int i=0; i<text.length();i++){  
    //...  
}
```

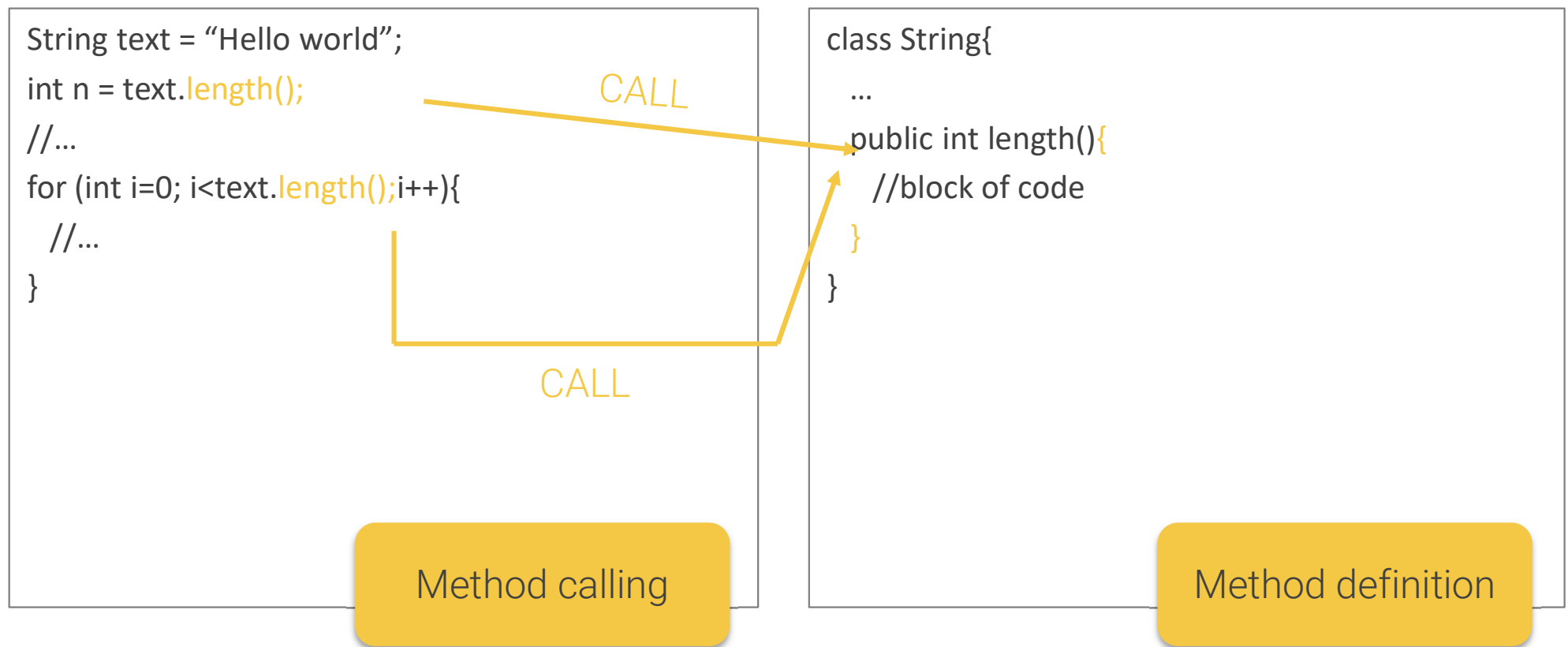
Method calling

CALL

```
class String{  
    ...  
    public int length(){  
        //block of code  
    }  
}
```

Method definition

1. What is a method?



“Si buscas resultados distintos, no hagas siempre lo mismo.”

Albert Einstein, físico

