Metoder koder

Returmetoder:

1)main

```
System.out.println("The sum of 1 and 2 is " + sum( numberone: 1,  numbertwo: 2));
```

1)metode

```
public static int sum(int numberone, int numbertwo) {
    int sum = numberone + numbertwo;

    return sum;
}
```

2)main

```
System.out.println("Fakulteten af dit tal er: " + fak( faknumb: 10));
```

2)rekursion metode

```
public static int fak(int faknumb) {
    if (faknumb == 1) {

        return faknumb;

    } else {
        return faknumb * fak( faknumb: faknumb - 1);
    }


}
```

Void print metoder:

1)main

```java
int[] rad = {1, 3, 5};
printareal(rad);
printomrade(rad);
```

1)metode

```java
public static void printareal(int[] radius) {
    for (int i = 0; i < radius.length; i++) {
        double areal = radius[i] * radius[i] * Math.PI;
        System.out.println("Areal for cirkel " + (i + 1) + " er = " + areal);
    }


}

public static void printomrade(int[] radius) {
    for (int i = 0; i < radius.length; i++) {
        double omrade = 2 * Math.PI * radius[i];
        System.out.println("Omrade for cirkel " + (i + 1) + " er = " + omrade);
    }
```

2)main

```java
int[][] puzzle = {
        {7, 3, 6, 4, 5, 2, 9, 8, 1},
        {1, 9, 8, 6, 3, 7, 4, 5, 2},
        {4, 2, 5, 9, 8, 1, 3, 7, 6},
        {3, 6, 4, 5, 2, 8, 1, 9, 7},
        {9, 5, 2, 7, 1, 4, 6, 3, 8},
        {8, 1, 7, 3, 9, 6, 2, 4, 5},
        {2, 8, 9, 1, 7, 3, 5, 6, 4},
        {6, 7, 3, 2, 4, 5, 8, 1, 9},
        {5, 4, 1, 8, 6, 9, 7, 2, 3},
};

System.out.println("Here is your sudoku:");
printsudoku(puzzle);
```

2)metode

```java
public static void printsudoku(int[][] sudoku) {

    for (int[] i : sudoku) {
        System.out.println(Arrays.toString(i));
    }
}
```