

Metoder koder

Returmetoder:

1)main

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

1)metode

```
public static int sum(int numberone, int numberto) {  
    int sum = numberone + numberto;  
  
    return sum;  
}
```

2)main

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

2)metode

```
public static int fak(int faknumb) {  
    if (faknumb == 1) {  
        return faknumb;  
    } else {  
        return faknumb * fak( faknumb: faknumb - 1);  
    }  
}
```

Void print metoder:

1)main

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

1)metode

```
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

```
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

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