
$$\checkmark \text{ for } (row - 1)$$

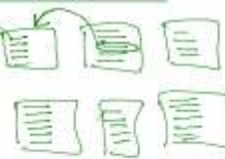
$\left[\begin{array}{c} \text{w} \\ \text{loop} \end{array} \right]$

[Col loops for (inst) &

4 4

functions

main function



```
public static void main (String[] args) {
```

access modifier **public** static void function name (parameter) {

class Bird {
variable {
int weight;
String color;

function {
p.s.v. fly();

eagle
eagle.fly()
dodo
dodo.

class String {

- p. s. char charAt (int i) { str.length();

- p. s. int length () {

String str = new String("abcd");

str.length()
str.charAt(i);

public ✓
private ✓
default; ✓
private static;

① with return

public **static** **int** sum (int a, int b) {
int ans = a + b;
return ans;

Static variable
non static variable
int a = 0;

② without return type

public **static** **void** sum (int a, int b) {
sysout (a + b);

return type
[whatever on top of stack it will execute first.]

```
public class Solution {
```

```
    public static void main(String[] args) {
```

```
        int a = 10;
```

```
        int b = 20;
```

```
        int ans = sum(a,b);
```

```
        System.out.println(ans);
```

```
    }
```

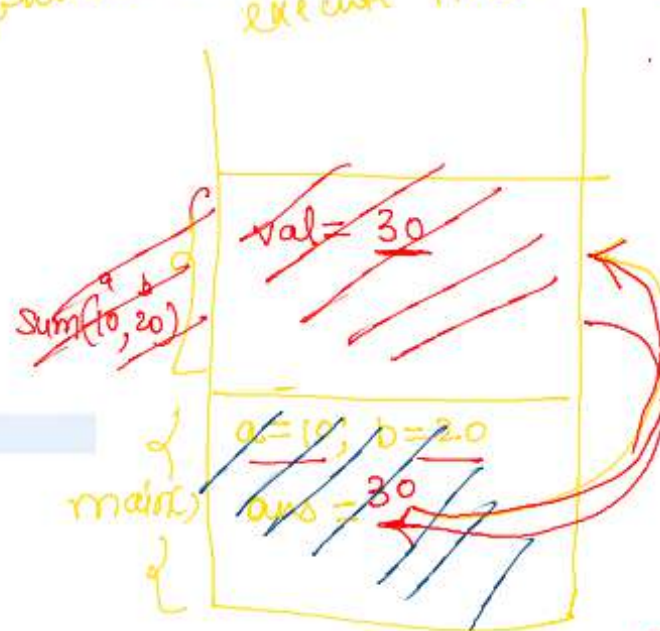
```
    public static int sum(int a, int b){
```

```
        return a+b; int val = a+b;
```

```
    }
```

```
        return val;
```

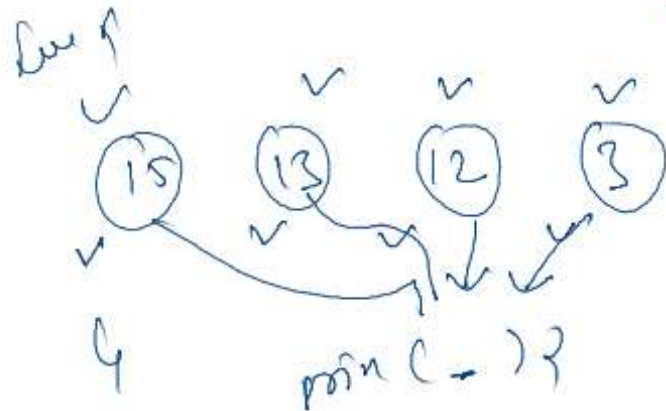
[* whatever on top of stack execute first.]



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Two ways to wipe/remove function from stack

- ① return keyword ✓
- ② when your fun code is completely executed ✓



P.S.V. main (String[] args) {

int a = 10;

int b = 20;

sum(a, b);

}

P.S. void sum(int a, int b) {

int val = a+b;

System.out.println(val);

}

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Q

$$n = 6!$$

$$\rightarrow 6 \times 5 \times 4 \times 3 \times 2 \times 1$$

$$n! \rightarrow n \times (n-1) \times (n-2) \times \dots \times 1$$

$$n=7 \rightarrow 7 \times 6 \times 5 \times 4 \times 3 \times 2 \times 1$$

$$n=8 \rightarrow 8 \times 7 \times 6 \times 5 \times 4 \times 3 \times 2 \times 1$$

$$n=3 = 3 \times 2 \times 1$$

```
public class Solution {
```

```
    public static void main(String[] args) {  
        Scanner scn = new Scanner(System.in);  
        int n = scn.nextInt();  
        int sol = factorial(n);  
        System.out.println(sol);  
        /* Enter your code here. Read input from STDIN. Print output to STDOUT. Your class should be named Solution. */  
    }
```

```
    public static int factorial(int n) {  
        int ans = 1;  
        while(n > 0) {  
            ans *= n;  
            n--;  
        }  
        return ans;  
    }
```

720

factorial(6)

$$\begin{array}{r} n = 6 \times 5 \times 4 \times 3 \times 2 \times 1 \\ ans = 1 \times 6 \times 30 \times 120 \times 360 \times 720 \end{array}$$

main

$$\begin{array}{r} n = 6 \\ sol = factorial(6) \end{array}$$

Static but a = 0
Static

non static

call by class name

Static.a;

Static can be
called in
Static
only

main()

sum()

Static
solution only

non static

Class

if a = 1;

class Animal of a;

4

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