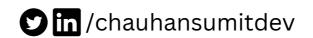
Java Methods

#javatheeasyway

Learning java made easy.



Must Know

Java is a language containing predefined **keywords**.



Keywords are those words which are reserved by the java language. This means that these cannot be used as an **identifier** for any variable name, object name or class name.

Identifier is a unique name given to any entity of a program (names of variables, classes, objects). examples:

```
class UsingIdentifier
{
int uniqueName = 20;
}
```

UsingIdentifier = new UsingIdentifier();

[Know more about classes and objects in the previous post]

List of java keywords: ref: geekforgeeks.org

abstract assert boolean break byte case catch char class continue default do double else enum extends final finally float for null

implements import instanceof int interface long native new package private protected public return short static strictfp super switch synchronized this throw **Throws** transient try void volatile while

if

What Are Methods?

Methods adds behavior to the objects. It is a block of code that makes an object perform some function when called.

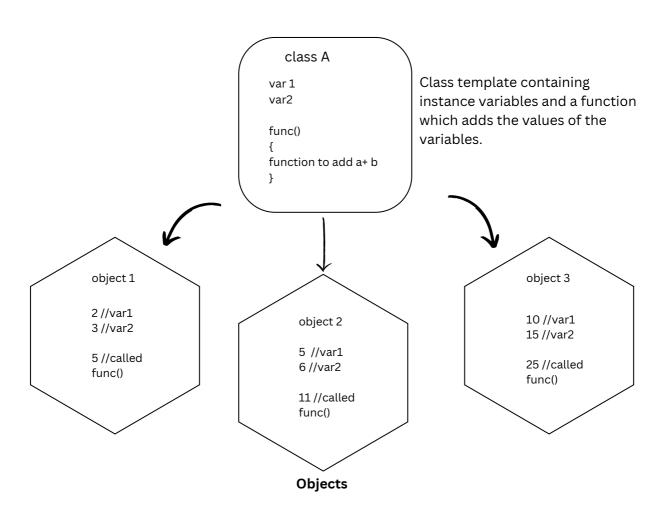
Consider the previous *Cylinder* class containing instance variables (radius and height), we have created many objects with different values for the instance variables. Now if we want to know the volume of each of the different *Cylinder* objects created we need to create a methods which outputs the volume of the object.

In other words methods are a block of code which gets executed when **called** thus adding functionality to the objects created.

Methods are also referred to as functions.

Example:

Calling a method is a process in which a specific method of the object is accessed using .(dot operator).



Categories Of Methods:

Predefined Methods

These methods are already defined in the java class.

Example: Java Math class contains a method sqrt(), which calculates the square root of the value.

Use Defined Methods

These are custom methods which are created for specific operations as required and are not already defined in the java library.

Example: There may be requirement of a function which calculates the final salary of an employ after all the deduction of taxes and addition of perks.

Syntax Of A Method

A function contains a group of keywords which are added as required, but the return type, name of the method along with a pair of parenthesis is compulsory. There are further two types of methods i.e. **Parameterized** and **Non-parameterized** methods.

Non-Parameterized Methods

These type of methods do not contain parameter(s) and does not accept arguments.

Parameterized Methods

These type of methods contain parameter(s) which accept **arguments** when called.

Arguments are the values passes along with method when it is being called.

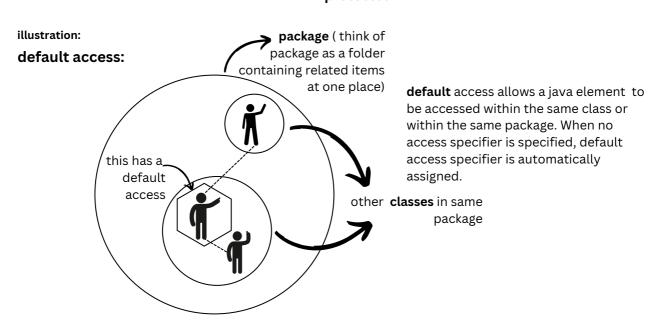
access_specifiers define Specifies whether the the visibility of the the method is static or method to other parts of non static. the program, classes and Static methods do not packages i.e. to which require their object of return_type defines the pair of parenthesis may parts of the program the the class to which they type of value returned or may not contain method is accessible. belong to be created in after the execution of parameter(s) which More on access order to access them. the method accept argument(s) specifiers is given when called. below access_specifier|static/final|return_type| name_of_method() //statements to be exectued name_of_method defines the unique name statements are the lines given to the method of code which gets executed and performs a

What are access specifiers?

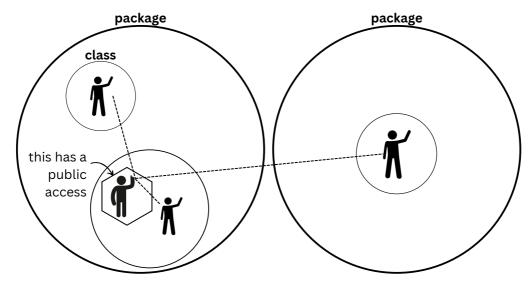
function.

Access specifiers are used to define the visibility of the method/variable to other parts of the same program or to other classes and packages. There are **4 types** of access specifiers in java.

default
public
private
protected

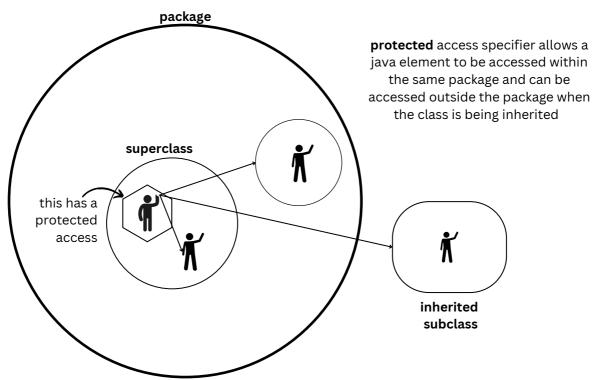


public access:

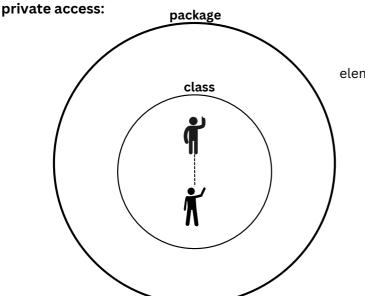


public access specifier allows a java element to be accessed from anywhere, either form the same program, class, package or outside classes and packages.

protected access:



inheritance is the process by which a new class is created which inherits the features from its parent class called superclass.



private access specifier allows a java element to be accessed only within the same class and cannot be accessed by other classes and packages.

Practical Application Of Methods:

Let's consider our previous ongoing example of *Cylinder* class. Now we will be adding a method to calculate the volume of the cylinder created. We are also going to compile our knowledge and write a complete executable java program.

```
class CylVolCalc
{
public static void main(String[] args)
{
Cylinder A=new Cylinder();
A.radius=10;
A.height=100;
A.calcvolume();
}
```

Process:

A very important point to note is that both the classes here are created in the same folder and class *CylVolCalc* is executed. All of the execution begins from the class containing the main method. As the main method gets executed an object of *Cylinder* class is created and values for radius and height are assigned using .(dot operator). A.calcvolume() calls the calcvolume() method created in object A, this in turn calculates the volume of the cylinder and stores in volume variable. The value stored is displayed on the screen using println() method.

Output:

The volume of cylinder is 31400.0

More objects with different outputs:

```
class CylVolCalc
public static void main(String[] args)
     Cylinder B=new Cylinder();
             B.radius=5;
            B.height=50;
                                                        Output:
          B.calcvolume();
                                                        The volume of cylinder is 3925.0
                                                        The volume of cylinder is 847.8
     Cylinder C=new Cylinder();
                                                        The volume of cylinder is 10770.2
            C.radius=3;
            C.height=30;
          C.calcvolume();
     Cylinder D=new Cylinder();
             D.radius=7;
            D.height=70;
          D.calcvolume();
```

}

Happy Learning

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