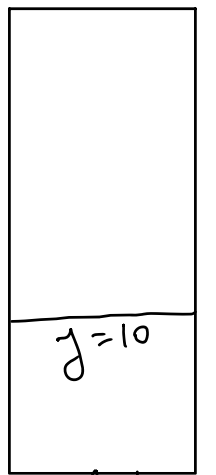
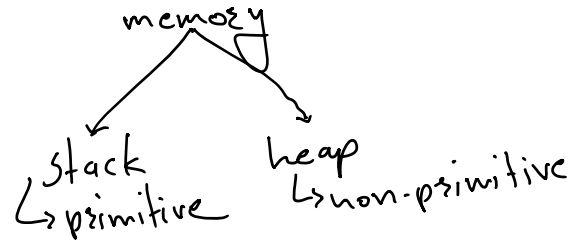


* function / method.

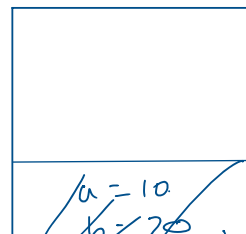
```
public class Fun_Demo {
    public static void main(String[] args)
    {
    }
}
```

```
→ public static void main(String[] args) {
    int y = 10;
}
public static void Add(){
    int a = 10;
    int b = 20;
    System.out.println(a+b);
}
```



call stack

```
public static void main(String[] args) {
    → System.out.println("Hello");
    → int y = 10;
    → Add();
    → System.out.println("Bye");
}
public static void Add()
```

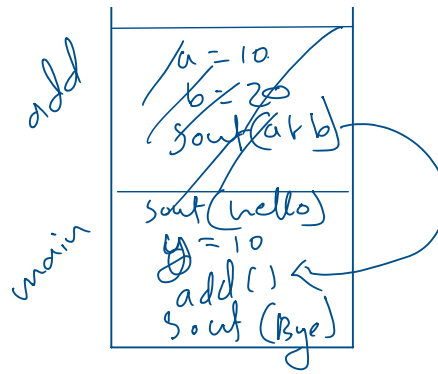


hello
30
bye

```

    }
    System.out.println("Bye");
}
public static void Add(){
    int a = 10;
    int b = 20;
    System.out.println(a+b);
}

```



```

public static void main(String[] args) {
    System.out.println("Hello");
    int a = 10;
    int b = 50;
    Add();
    System.out.println("Bye");
}
public static void Add(){
    int a = 10;
    int b = 20;
    System.out.println(a+b);
}

```