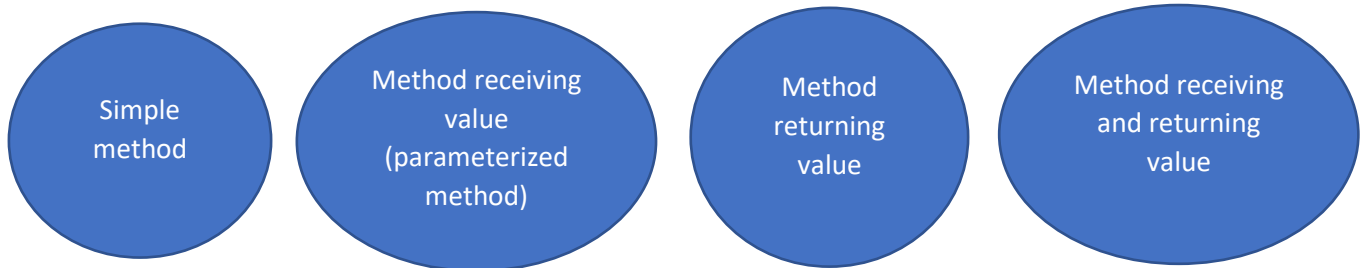


Methods

- A block of code which execute when it is called.
- Use to perform certain actions.
- Also known as function, behavior, action.

Types of Methods:



Simple method: method which not receive or return any value.

Syntax:

use when we talk about method returning value.



Case: write program for addition of two numbers.

Addition → Entity/ class

x y → States / variables

add() → Behaviors/ methods

```
class Addition
{
    int x=10,y=20;
    void add()
    {
        System.out.println(x+y);
    }
}
```

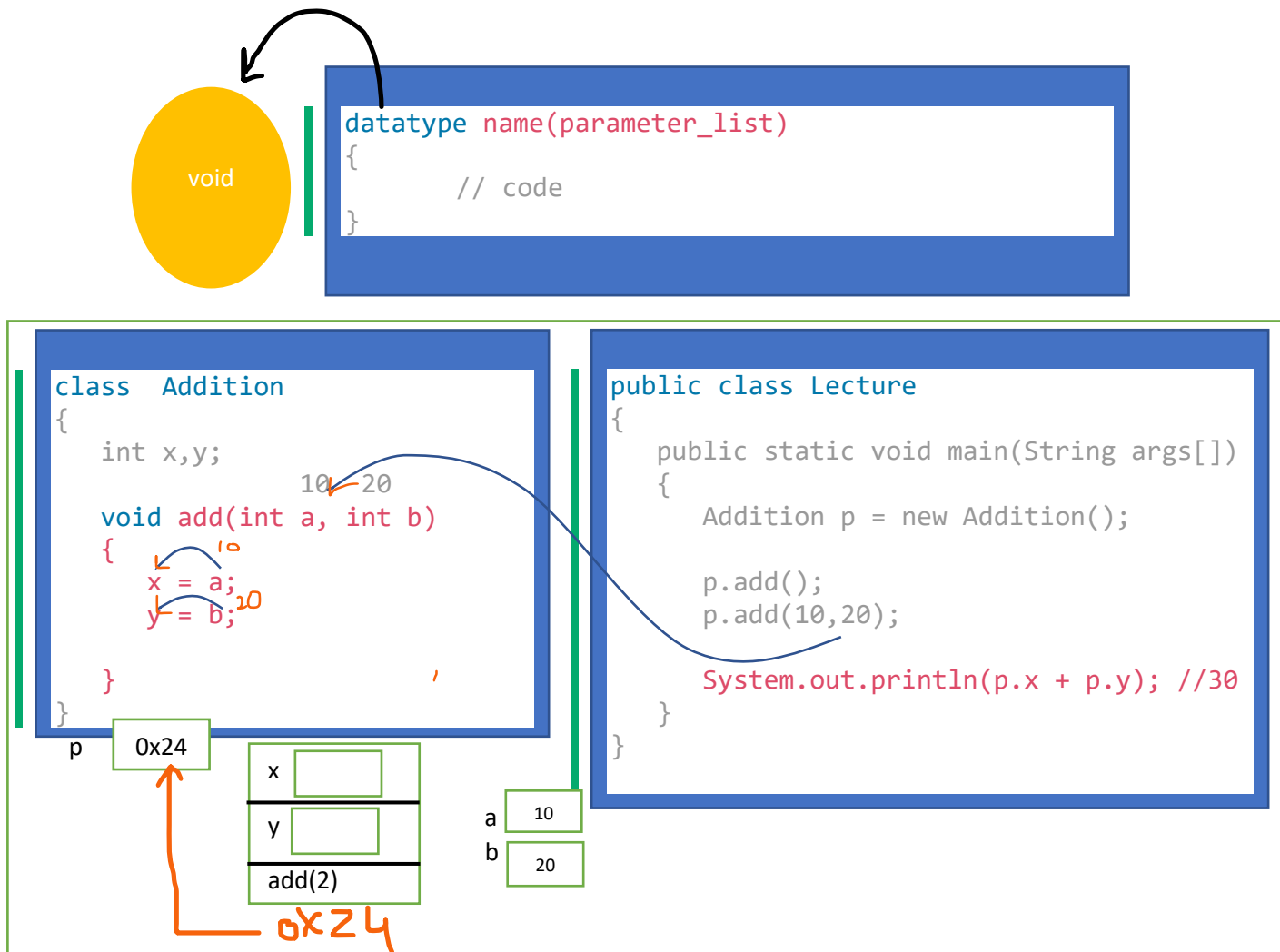
p 0X24
null

x	10	40
y	20	60
add()		

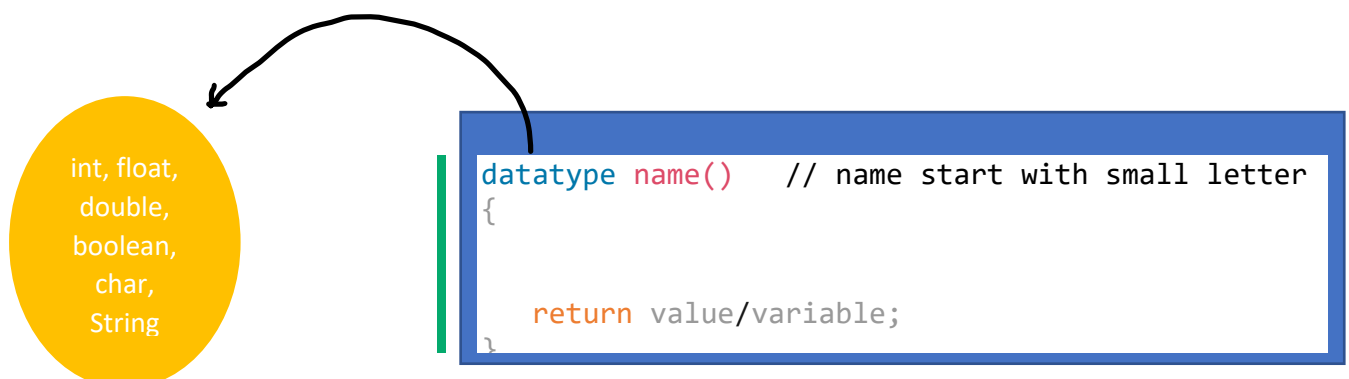
0X24

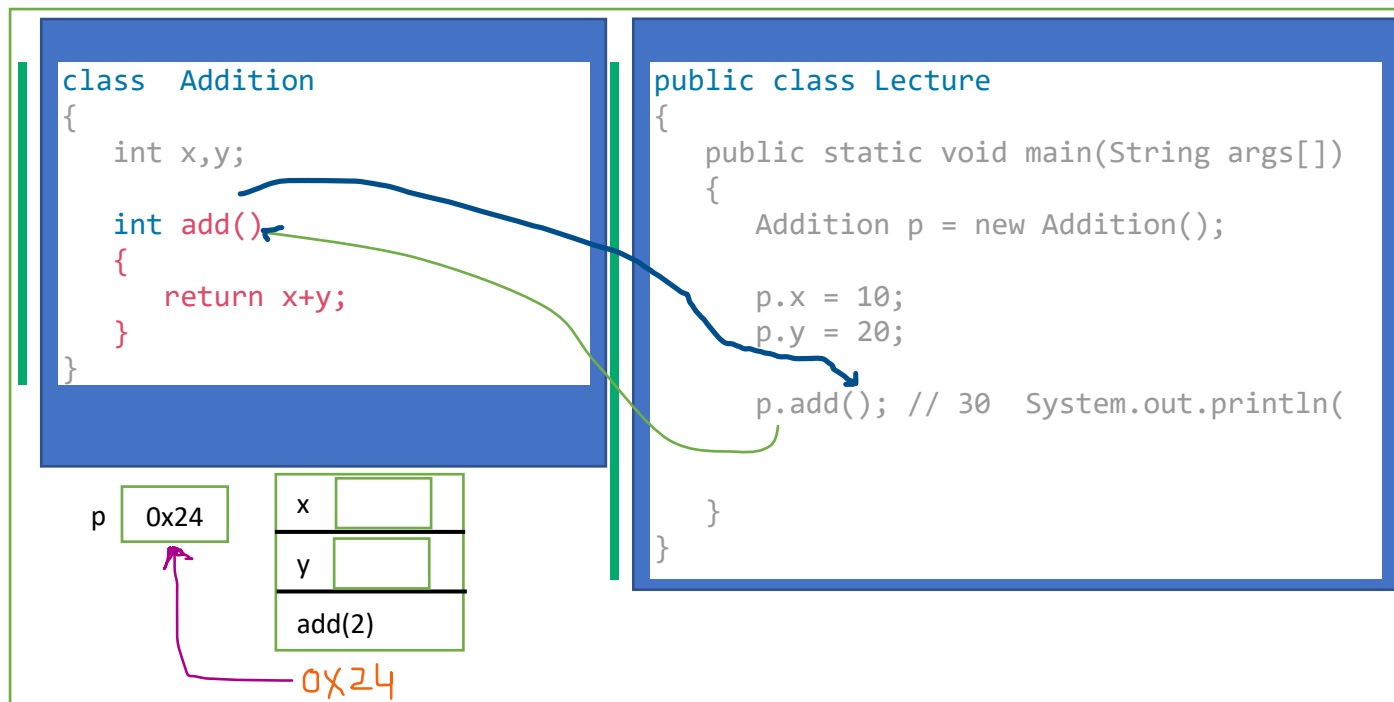
```
public class Lecture
{
    public static void main(String args[])
    {
        Addition p;
        p = new Addition();
        p.add(); // 30
        p.x = 40;
        p.y = 60;
        p.add(); // 100
    }
}
```

Method Receiving value(parameterized method): method which receive some value.

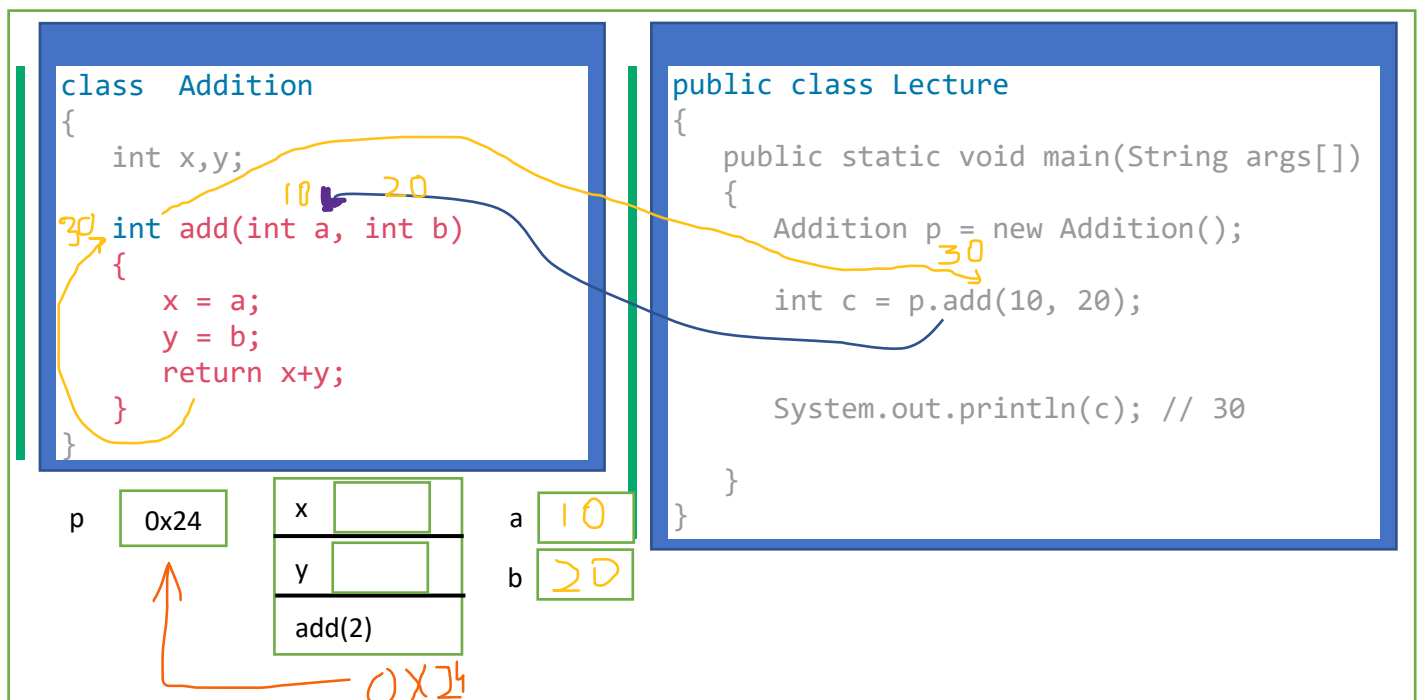
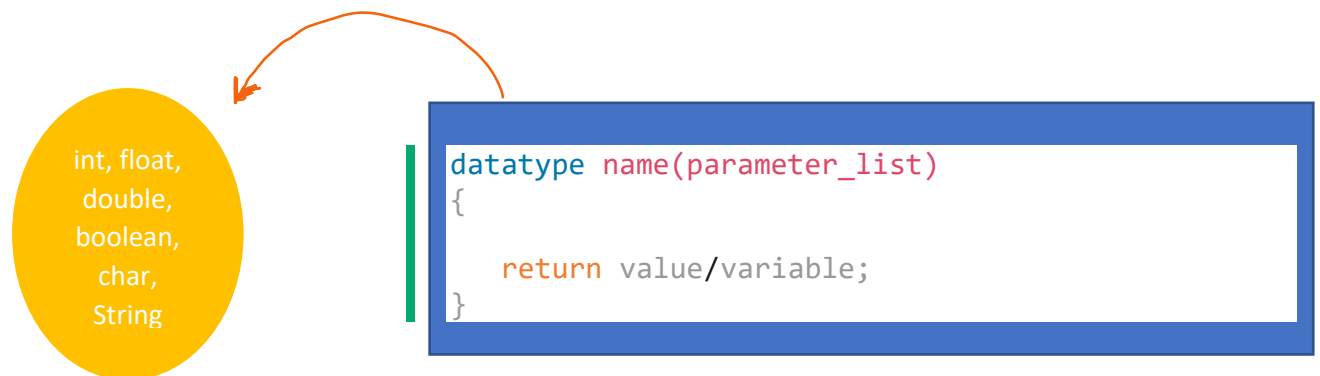


Method Returning value: method which return value when we call it.





Method Receiving and Returning value: method which receive and return value when we call it.



Exercise 1 (simple method):

Animal class contain two variables named as **name**, **age** and assign values “**ZEBRA**”, 20 respectively. and a **display()** function which display values of **name** and **age**. Create an **instance of Animal** and call display method.

Exercise 2 (parameterized method):

Animal class contain two variables named as **name**, **age** and a **setValue()** function through which we update values of **name** and **age**. Create an **instance of Animal** and pass value by **setValue()** function as “**ZEBRA**”, 20 and assign to **name** and **age** respectively. Then display values of **name** and **age**.

Exercise 3 (returning method):

Animal class contain variable named as **name** and method **display()** which return name of animal. Create an **instance of Animal** and assign value “**ZEBRA**” to **name** by **instance**. Then display values of **name** by calling **display()** method.

Exercise 4 (Receiving and returning value):

Animal class contain variable named as **age** and a **display()** function which update value of **age** and then return age. Create an **instance of Animal** and pass value by **display()** function as **20** and assign to **age**, also display the returning result.

Exercise No.3: make all types of methods in Board, Laptop and Cellphone program.