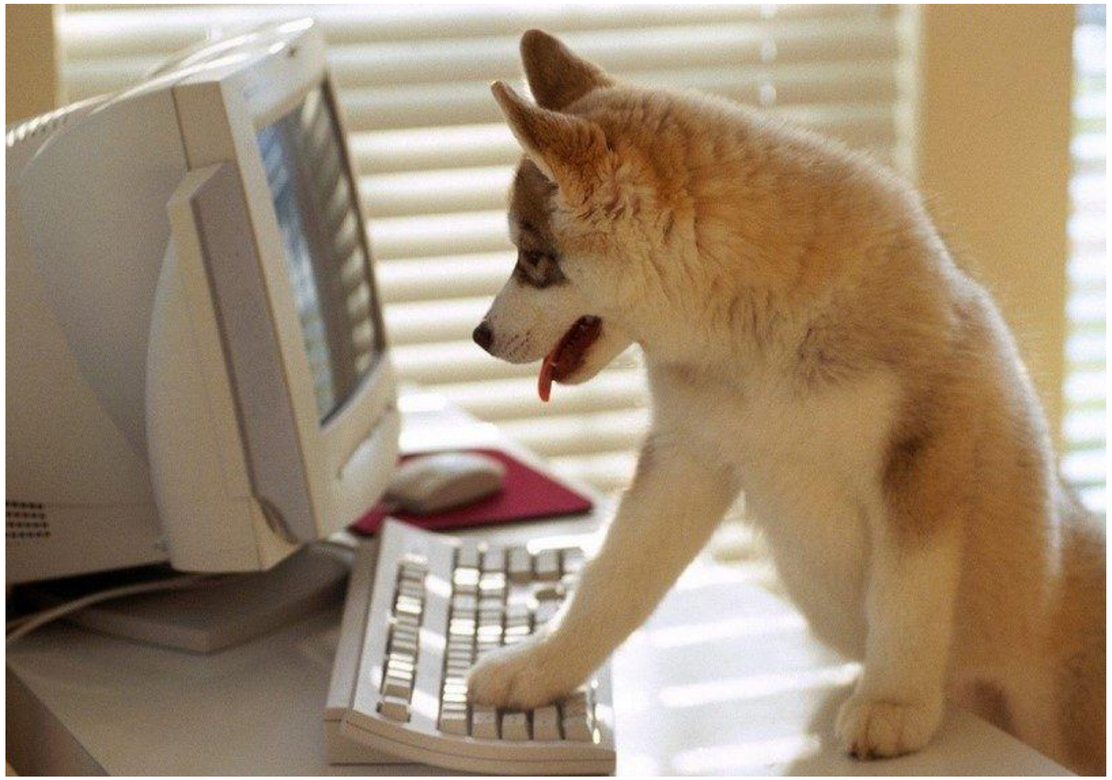
Java Programming



Organizational Stuff

Important Links

- Git commands: https://github.com/javaprogrammingbuw/structures/wiki/Git-commands
- How to compile Java Code: https://github.com/javaprogrammingbuw/structures/wiki/How-To-Compile

Organizational Stuff

18.03.: Structures
19.03.: Methods
20.03.: Recursion
21.03.: Arrays
22.03.: Strings

25.03.: OOP1
26.03.: OOP2
27.03.: Generics
28.03.: Exceptions & Enums
29.03.: GUI

Methods

Syntax:

```
public static <RETURN TYPE> <NAME> (<PARAMETER1 (optional)>,
<PARAMETER2 (optional)>, ...){
  <STATEMENT1>;
  <STATEMENT2>;
  …
  return … (unless void);
}
```

Methods

Simple Example:

```
public static void hello(){
  System.out.println(“Hello World!”);
}
```

Methods

Another Example:

```
public static int sum(int a, int b){
  return a+b;
}
```

Methods

Main-Method:

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

Methods

Where to place your Method?

```
public class Example{

   //Within those brackets

}
```

But: Never create a method in another one!

Methods

How to call your Method?

```
public class Example{

   public static void main(String[] args){
      hello();
      System.out.println(sum(2,3));
   }

   public static void hello(){
      System.out.println("Hello World!");
   }

   public static int sum(int a, int b){
      return a+b;
   }

}
```

Methods

Today's Assignment:
https://classroom.github.com/a/Nc5dQ0rQ