1. The most challenging thing for me for this project was introducing methods, obviously because they are the newest topic and I have not had a ton of experience with them to solidify the topic. The biggest resource that helped me was the online textbook as I could easily reference different aspects of methods with ease and apply them to the project. I think that (methods) was the biggest improvement in my coding through this project, being able to apply multiple methods and have each one set just a little bit different to force my mind to think.
2. Final – used on a variable, such as “final int X = 9” to sort of “lock-in” the variable. The value of final variables cannot be changed after they are initialized. These variables are also named using all uppercase and underscores such as “CONSTANT\_VARIABLE”.

Constant – A constant variable is the same as a final variable, where the value cannot be changed after initialization. You get a constant using “final”.

Void – A part of the method signature used to signify that the method will not be returning a value. It is used in place of the type, such as int or double, when creating a method.

Method – A group of predefined group or block of code statements used for operations to help with code redundancy. Similar to functions in Python, methods can perform calculations and return the value, print statements, etc.

Method Parameter – An input for a method specified in the definition. EX:

Public static double divideByTwo (num) {

double newNum;

newNum = num / 2;

return newNum;

};

Num is the parameter because it is what the method needs in order to perform it’s operation.

Method Argument – The value passed to the method on the methods call. EX:

divideByTwo(people); where people is already an initialized variable, people is the argument.

Return – A keyword used to exit a method and return the value of the desired calculation to somewhere else in the program.