

6 Methods: A Deeper Look

Objectives

In this chapter you'll learn:

- How `static` methods and fields are associated with classes rather than objects.
- How the method-call/return mechanism is supported by the method-call stack.
- About argument promotion and casting.
- How packages group related classes.
- How to use secure random-number generation to implement game-playing applications.
- How the visibility of declarations is limited to specific regions of programs.
- What method overloading is and how to create overloaded methods.

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