
Methods

A ob1;

A ob2;

A `s1=new A();`
`s1.x=100;`

B `s2=new B();`
`s2.x=200;`
`s2.y=300;`

A `ob1 = new A();`

A `ob2 = new B();`

A `ob3 = s1;`

A `ob4 = s2;`

Methods with parameters

```
class Demo
{
    void sum(int y)
    {
        S.o.p(y);
    }
}
```

```
Demo o1=new Demo();
o1.sum(80);
```

Methods with parameter

```
class Demo
```

```
{
```

```
    void sum(int y)
```



Parameter

```
{
```

```
        S.o.p(y);
```

```
}
```

```
    void test()
```

```
{
```

```
}
```

```
}
```

```
Demo o1=new Demo();
```

```
o1.sum(80);
```



Argument


Methods with parameters

```
class Demo
{
    int x;
    void sum(int y)
    {
        this.x = y;
        S.o.p(x);
    }
    void test()
    {
    }
}
```

```
Demo o1=new Demo();
o1.sum(80);
```

Methods with Reference parameter

```
class Demo
{
    void sum(A ob1)
    {
        ob1.add();
    }
}
```



A diagram illustrating the concept of a reference parameter. A rectangular box is drawn around the parameter `(A ob1)` in the method signature `void sum(A ob1)`. An arrow points from the right side of this box to the word `Parameter`, indicating that the parameter is passed by reference.

Methods with parameters

```
class Demo
```

```
{
```

```
void sample(A ss2)
```



```
{
```

```
    ss2.add();
```

```
}
```

```
}
```

```
A o1=new A();
```

```
o1.x=1000;
```

```
Demo d1=new Demo();
```

```
d1.sample(o1);
```



Argument

Methods with Reference parameters

```
class Demo
{
    A ss1;
    void sample(A ss2)
    {
        this.ss1 = ss2;
        ss1.add();
    }
}
```

```
A o1=new A();
```

```
o1.x=1000;
```

```
Demo d1=new Demo();
```

```
d1.sample(o1);
```

Methods with return type

```
class Demo
{
    int a=500;
    int sample()
    {
        return a;
    }
}
```

```
Demo o1=new Demo();
```

```
int h=o1.sample();
```

Methods with Reference return type

```
class Demo
{
    int sample()
    {

    }
}
```

```
class Demo
{
    A sample()
    {

    }
}
```

Methods with return type

```
class Demo
```

```
{
```

```
    A sample()
```

```
{
```

```
    A ss1=new A();
```

```
    ss1.x=400;
```

```
    return ss1;
```

```
}
```

```
}
```

```
Demo d1=new Demo();
```

```
A ob1=d1.sample();
```

```
ob1.add();
```

```
class Demo
```

```
{
```

```
    void add(Object ob)
```

```
    {
```

```
    }
```

```
    Object get()
```

```
    {
```

```
    }
```

```
}
```

```
class Demo
```

```
{
```

```
    catch(Object ob)
```

```
    {
```

```
    }
```

```
}
```

```
class Demo
```

```
{
```

```
    void add(Object ob)
```

```
    {
```

```
    }
```

```
    Object get()
```

```
    {
```

```
    }
```

```
}
```



Object class reference as **Parameter**



Object class reference as **Return Type**

```
void    add(Object ob);
```

```
Object get();
```