Functions / methods.

Syntax →

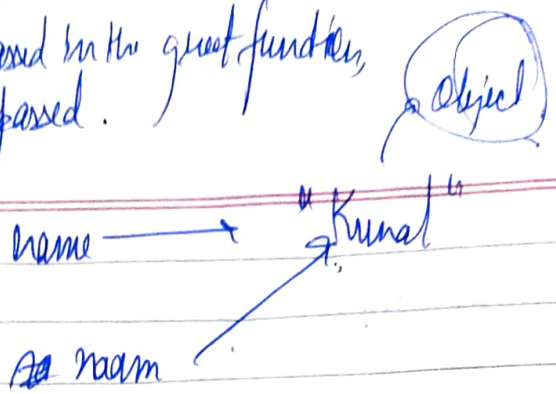
```
access_modifier return-type name () {
    // body.
    return-statement;
}
```

- Any methods we want to use within a static function also has to be static.

Swap →

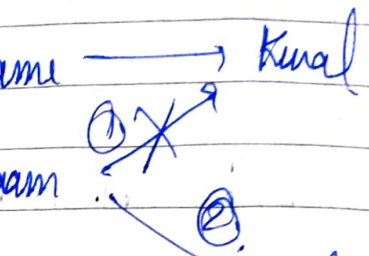
```
main () {
    name = "Sid";
    greet (name);
}
greet (naam) {
    print (naam);
}
```

← When name is passed in the great function, its value is passed.



← Java doesn't have pass by reference.

```
psvm () {
    name = "Kunal"
① change (name)
    print (name);
}
change (naam) {
② naam = "Sid"
}
output → Kunal
```



print(name) → Kunal.

// not changing the obj, rather creating a new one

* Strings are immutable, they can't be changed

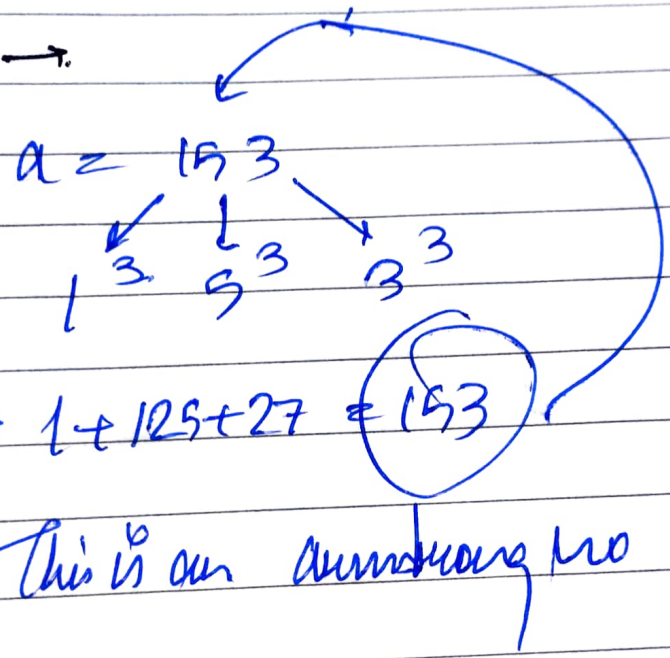
← for primitives in Java, pass by value occurs for objects, pass by value of reference occurs.

```
psvm () {
    int a = 10
    int b = 20
    swap (a, b);
}
swap (int num1, int num2) {
```

a → 10
num1 → 10
b → 20
num2 → 20

→ Scope begins when value is initialised

Armstrong no. →



This is an armstrong no.