

SEMINAR 3

HVA ER EN
METODE?

METODER

- Skal gjøre én bestemt oppgave
- Brukes til oppgaver som utføres ofte
- Deler opp en større oppgave i mindre biter
- Gir mer forståelig / lettlest kode
- Endrer på programmets kontrollflyt
 - Hvordan?

METODER

metodenavn

returverdi

parametere

```
public static void skrivUt()  
...  
}
```

metodens
innhold

METODEKALL

- et eksempel

```
a.equals(b);
```

METODEKALL

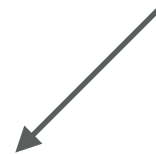
- et annet eksempel

```
mittMetodeNavn();
```

BOOLEAN

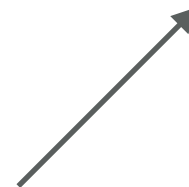
DATATYPEN BOOLEAN

datatype variabelnavn



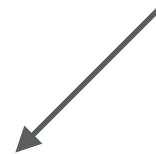
boolean uttrykk = true;

verdi



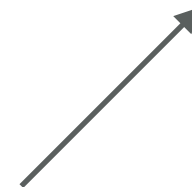
DATATYPEN BOOLEAN

datatype variabelnavn



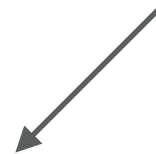
boolean uttrykk = false;

verdi



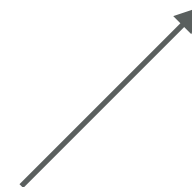
DATATYPEN BOOLEAN

datatype variabelnavn



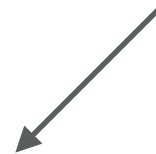
boolean uttrykk = 2 == 2;

verdi



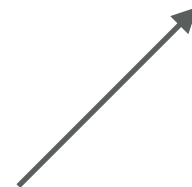
DATATYPEN BOOLEAN

datatype variabelnavn



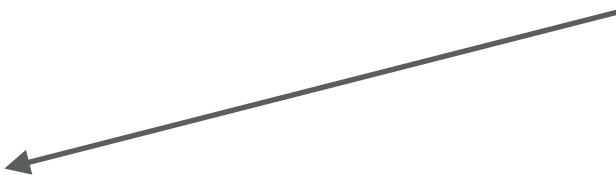
boolean uttrykk = (2 != 3);

verdi



BOOLEAN & IF

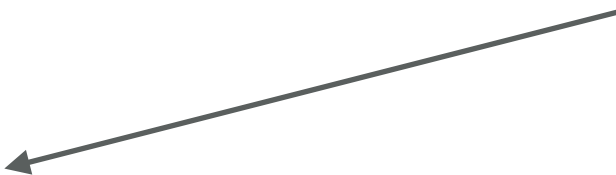
boolsk
uttrykk



```
if ( 2 != 3 ) {  
    ...  
}
```

BOOLEAN & IF

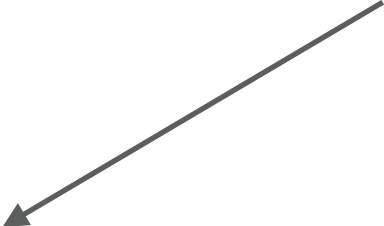
boolsk
uttrykk



```
if ( a == b ) {  
    ...  
}
```

BOOLEAN & IF

boolsk
uttrykk



```
if ( a.equals(b) ) {  
    ...  
}
```

ALLE NØDVENDIGE DATATYPER

int

String

double

boolean