

Philip Pesic

Week 16

May 7 2023

Week 16 Prog 2

TenYears method

```
package Prog2;

class prog2 {
    public static int ten(int age) {
        return age + 10;
    }

    public static int ten(int age, String name) {
        System.out.println(name);
        return ten(age);
    }

    public static void main(String[] args) {
        System.out.println(ten(10, "Ben"));

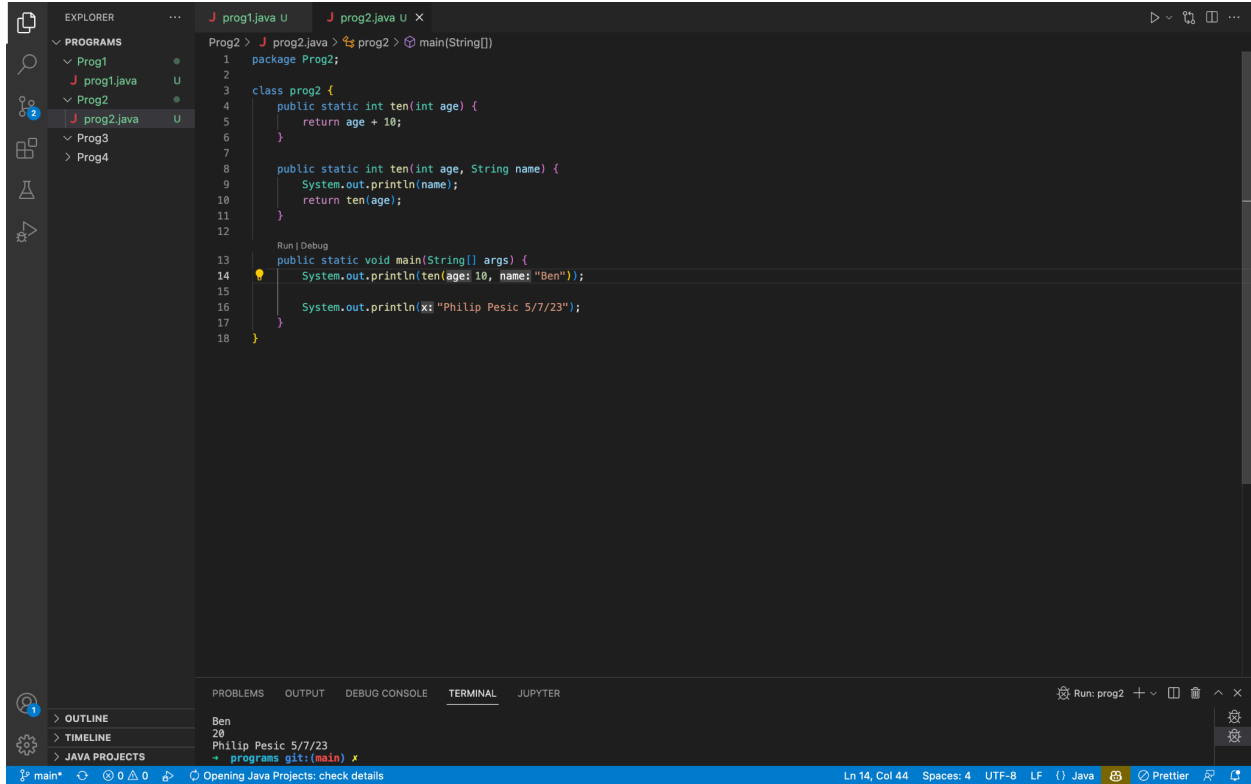
        System.out.println("Philip Pesic 5/7/23");
    }
}
```

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The screenshot shows an IDE with a project named 'Prog2'. The Explorer panel on the left shows a folder 'PROGRAMS' containing 'Prog1' and 'Prog2'. The 'Prog2' folder is expanded, showing 'prog1.java' and 'prog2.java'. The 'prog2.java' file is selected and its content is displayed in the editor. The code defines a class 'prog2' with two static methods 'ten' and a 'main' method. The first 'ten' method takes an 'int' parameter and returns 'age + 10'. The second 'ten' method takes an 'int' and a 'String' parameter, prints the name, and returns 'ten(age)'. The 'main' method calls 'ten(10, "Ben")' and prints the result.

```
1 package Prog2;
2
3 class prog2 {
4     public static int ten(int age) {
5         return age + 10;
6     }
7
8     public static int ten(int age, String name) {
9         System.out.println(name);
10        return ten(age);
11    }
12
13    Run | Debug
14    public static void main(String[] args) {
15        System.out.println(ten(10, name: "Ben"));
16
17        System.out.println(x: "Philip Pesic 5/7/23");
18    }
19 }
```

The bottom panel shows the 'TERMINAL' tab with the output of the program:

```
Ben
20
Philip Pesic 5/7/23
+ programs git:(main) x
```

The status bar at the bottom indicates the file is 'main*' and provides information about the editor, including line and column numbers, encoding, and the use of Prettier for formatting.

I practiced method overloading with different number of parameters