

Method

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A method is a block of code which only runs when it is called.

Methods are used to perform certain actions, and they are also known as functions.

Why use methods? To reuse code: define the code once, and use it many times.

1. main method (pre-defined)

In any Java program, the main() method is the starting point from where compiler starts program execution. So, the compiler needs to call the main() method.

without main method we can't run any java program.

2. Regular method (user defined)

1. static regular method

```
package Methods;
public class Sample1
{
    //1: static regular method call from same class

    //1: main method (pre-defined method)
    public static void main(String[] args)    //main method declaration
    {
        System.out.println("main method started");

        m1();          //methodname();
        m2();
        m2();

        System.out.println("main method ended");
    }

    //static regular method          (user defined)
    public static void m1()    //regular method declaration
    {
        System.out.println("running static regular method: m1");
    }

    //static regular method          (user defined)
    public static void m2()
    {
        System.out.println("running static regular method: m2");
    }
}
```

