# 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.

You can pass data, known as parameters, into a method.

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 cannot run any java program.

#### 2. Regular method (user defined)

#### 1. static regular method

- 1. static regular method call from same class --> methodname();
- 2. static method call from diffrent/another class -->className.methodname();

# 2. non- static regular method

- 3. non-static method call from same class --> 1. create object of same class 2. objectname.methodname();
- 4. non-static method call from diffrent/another class --> 1. create object of diff class 2. diffClassObjectName.methodname();

Note: At the time of program execution main method is going to get executed automatically,

where as regular methods are not going to get executed automatically.

At the time of program execution priority is scheduled for main method only.

To call a regular method we need to make call method call from main method, until unless if the method call is not made regular method will not get executed.

regular methods can be called multiple times.

```
package Methods;
public class Sample11
      public static void main(String[] args)
                                         //variable initialization
             studentName("Rahul");
            studentName("Payal");
            System.out.println("----");
            studentFullName("abc1", "xyz1");
studentFullName("abc2", "xyz2");
            System.out.println("----");
            studentInfo("Amol", 101, 51.5f, 'B');
            studentInfo("Rahul", 102, 71.5f, 'A');
      }
      //method with String parameter
      //Payal
                                                        //variable usage
            System.out.println(name);
      //method with 2 String(String, String) parameter
      public static void studentFullName (String FN, String LN)
            System.out.println(FN +" "+ LN);
      //method with String, <a href="int">int</a>, float, char parameter
      public static void studentInfo(String name,int rollNum, float per, char
grade)
            System.out.println("Student Name: "+name);
            System.out.println("Student Roll Num: "+rollNum);
            System.out.println("Student Percentage: "+per);
            System.out.println("Student Grade: "+grade);
}
```