**Methods in Java**

A method is a collection of statements that perform some specific task and return the result to the caller.

A method can perform some specific task without returning anything. Methods allow us to **reuse** the code without retyping the code.

# Lightbox

* **Modifier**-: Defines **access type** of the method i.e. from where it can be accessed in your application. In Java, there 4 types of access specifiers.
  + public: accessible in all classes in your application.
  + protected: accessible within the class in which it is defined and in its subclass/es
  + private: accessible only within the class in which it is defined.
  + default (declared/defined without using any modifier): accessible within the same class and package within which its class is defined.
* **The return type**: The data type of the value returned by the method or void if does not return a value.
* **Method Name**: the rules for field names apply to method names as well, but the convention is a little different.
* **Parameter list**: Comma-separated list of the input parameters is defined, preceded with their data type, within the enclosed parenthesis. If there are no parameters, you must use empty parentheses ().
* **Exception list**: The exceptions you expect by the method can throw, you can specify these exception(s).
* **Method body**: it is enclosed between braces. The code you need to be executed to perform your intended operations.