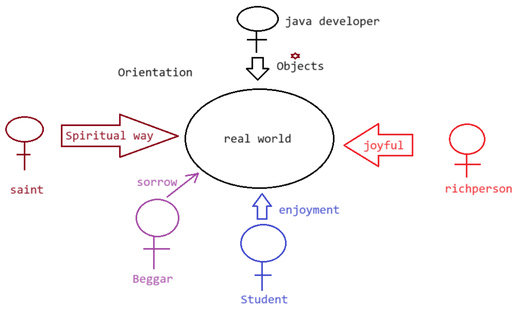

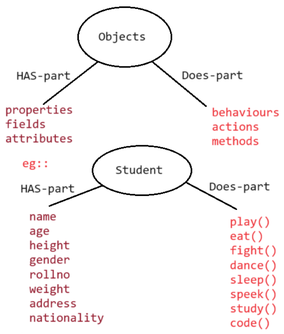

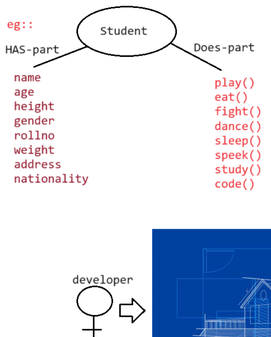

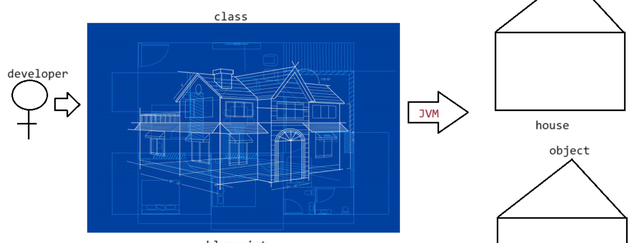


```
output  nameOfMethod(inputs)
{

      -----
      ----- activity
      -----

}
```

```
int
double
String
reference
return_type  nameOfMethod(arguments)
{
      -------
      -------
      ------- body of method
      -------

}
```

To define a method 4 things are mandatory
   a. name of the method
   b. inputs to the method[optional]
   c. body of the method
   d. return value of the method[optional]

Different ways of writing a method

1. method with no arguments, no return type
2. method with no arguments, with return type
3. method with arguments, no return type
4. method with arguments, with return type

(1)
```
void  addTwoNumbers()
{
     int a =10,b=20;
     System.out.println(a+b);
}
```

(2)
```
int  addTwoNumbers()
{
     int a =10,b= 20;
     int c = a+b;
     return c;
}
```

(3)
```
void addTwoNumbers( int a, int b)
{
   int c = a+b;
   System.out.println( c );
}
```

(4)
```
int  addTwoNumbers(int a, int b)
{
    int c = a+b;
    return c;
}
```

Calculator
```
  //a,b => parameters   100    200
  int addTwoNumbers(int a,int b)
  {      300   100+200
      int c  = a+b;
      return c;
  }          300

 main()
       int x= 100;
       int y= 200;                    100,200
       int z= calc.addTwoNumbers(x,y);//Arguments
            300
```

When we are passing Arguments we can pass them in 2 ways
   1. Pass by Value[works with primitive types]
   2. Pass by Reference[works with object types]

Calcuator
```
  void addTwoNumbers(int a,int b)          100    200
  {
        300   100+200
      int add = a+b;                                  300
      System.out.println("The sum is :: "+add);
  }


main()
  int x= 100;
  int y= 200;          100 200
  calc.addTwoNumbers(x,y);//arguments
```
continue with execution

"Pass by value"