Q1. Explain User defined Function/Method in java?

Syntax:

public return type methodName(Parameter){

//definition , function body

}

Type1:

**Taking Nothing Returning Nothing**

Example:

public void add(){

//declare variable

//input

//perform operation

//output

}

Type2:

**Taking Something and returning Nothing**

Example:

Access Specifier return type methodName(Parameter1, Parameter 2){

//operation

//print result

}

public void add(int a,int b){

int x=a+b;

sop(c);

}

Type 3**: Returning Something and Taking Nothing**

**Syntax:**

Access Specifier return type methodName(){

//input

//operation

//return result

}

**Type4: Taking Something and Returning Something**

Example:

Access Specifier return Type MethodName(Parameter){

//perform operation

//return result

}

public int add(int a,int b){

int c;

c=a+b;

return c;

}

//Example: Taking Nothing and Returning Nothing

import java.util.Scanner;

class A1{

public void add(){

//step1: Declare Variable

int a,b,c;

//step2: Input

System.out.println("=======> Add Function is Called<=========");

Scanner kb=new Scanner(System.in);

System.out.println("Enter Value of A : ");

a=kb.nextInt();

System.out.println("Enter Value of B : ");

b=kb.nextInt();

//Step3: Perform Operation

c=a+b;

//step4: Print Result

System.out.println("Addition : "+c);

}

public static void main(String args[]){

A1 obj=new A1();

//How to access method of class

//objectName.methodName()

obj.add();

obj.add();

obj.add();

obj.add();

obj.add();

}

}

Q2. Write a java Program to check given number is even or not using function [Taking Nothing Returning Nothing]?

public void evenOrOdd(){

//input

//operation

//result print

}

Q2. Write a java Program to check given number is Prime or not using function(Taking Nothing Returning Nothing)

public void checkPrime(){

//variable

//input

//check

//output

}