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

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

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.

Code

```
7     // Start is called before the first frame update
      0 references
8     public int a;
      0 references
9     void Start()
10    {
11
12
13    }
14
15    // Update is called once per frame
      0 references
16    void Update()
17    {
18      add();
19    }
      1 reference
20    public void add()
21    {
22      Debug.Log("insiade a finction")
23    }
24  }
25
```

Output