

Using Methods

More on writing methods

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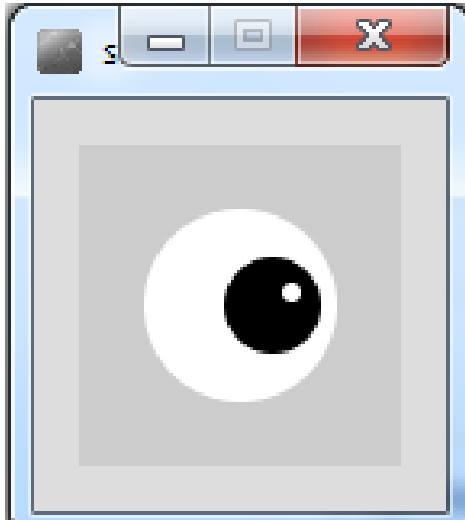


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Topics list

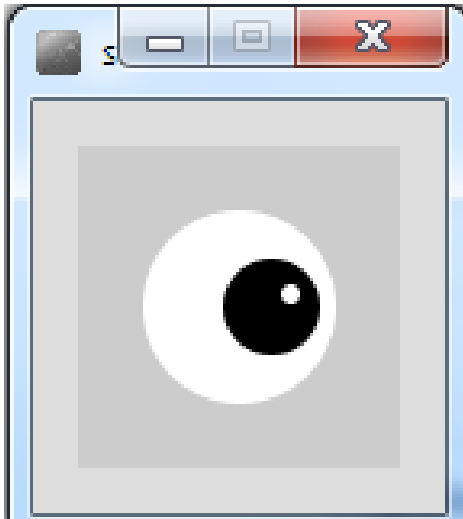
- Method example: Eyes
- Method example: X's
- Overloading methods.
- Method example: Celcius / Farenheit Converter.
- Recursion.



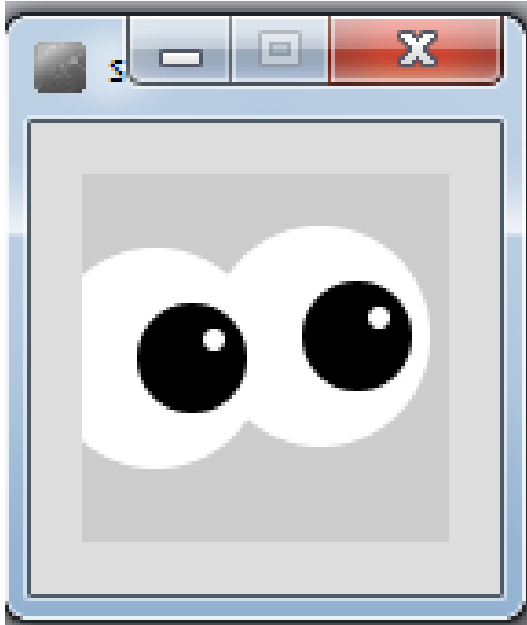
Example 3.7 – Drawing a single eye

```
void setup()
{
  size(100,100);
  noStroke();
}
```

```
void draw()
{
  background(204);
  fill(255);
  ellipse(50,50,60,60);           //outer white circle
  fill(0);
  ellipse(50+10, 50, 30, 30);     //black circle
  fill(255);
  ellipse(50+16, 46, 6, 6);       //small, white circle
}
```



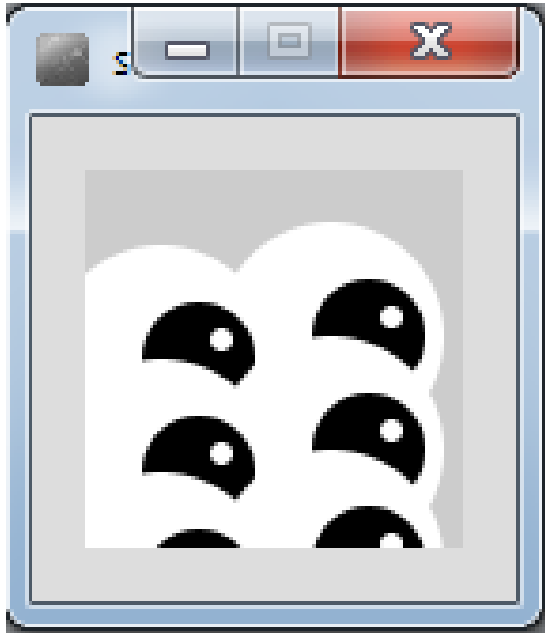
What if we wanted draw two eyes?



Each eye takes a six lines of code to draw.

```
void draw()
{
    background(204);
    //Right eye
    fill(255);
    ellipse(65,44,60,60);           //outer white circle
    fill(0);
    ellipse(65+10, 44, 30, 30);     //black circle
    fill(255);
    ellipse(65+16, 44-5, 6, 6);     //small, white circle
    //Left eye
    fill(255);
    ellipse(20,50,60,60);           //outer white circle
    fill(0);
    ellipse(20+10, 50, 30, 30);     //black circle
    fill(255);
    ellipse(20+16, 50-5, 6, 6);     //small, white circle
}
```

What if we wanted to draw six eyes?



Are we going to repeat the six lines of code SIX times?

What if we wanted to draw 100 eyes → 600 lines of code!

Example 3.8 – Drawing two eyes

```
void setup()
{
  size(100,100);
  noStroke();
}
```

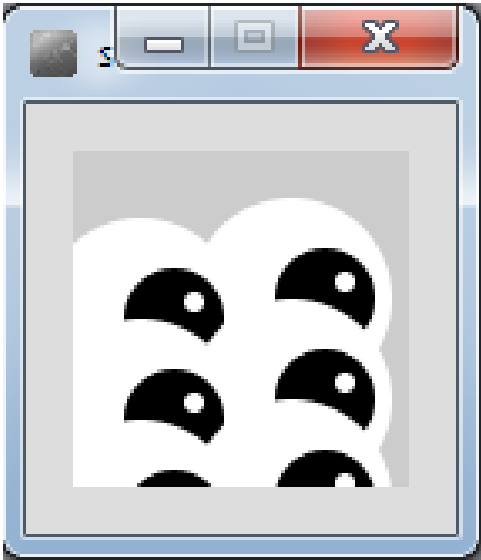


```
void draw()
{
  background(204);
  eye(65,44);
  eye(20,50);
}
```

```
void eye(int x, int y)
{
  fill(255);
  ellipse(x,y,60,60);           //outer white circle
  fill(0);
  ellipse(x+10, y, 30, 30);    //black circle
  fill(255);
  ellipse(x+16, y-5, 6, 6);    //small, white circle
}
```

Example 3.9 – Drawing six eyes

```
void setup()
{
  size(100,100);
  noStroke();
}
```



```
void eye(int x, int y)
{
  fill(255);
  ellipse(x,y,60,60);
  fill(0);
  ellipse(x+10, y, 30, 30);
  fill(255);
  ellipse(x+16, y-5, 6, 6);
}
```

```
void draw()
{
  background(204);
  eye(65,44);
  eye(20,50);
  eye(65,74);
  eye(20,80);
  eye(65,104);
  eye(20,110);
}
```


Topics list

- Method example: Eyes
- Method example: X's
- Overloading methods.
- Method example: Celcius / Farenheit Converter.
- Recursion.



How about this solution?

```
void setup() {  
  size(100,100);  
}
```



```
void draw(){  
  background(204);  
  //draw thick, light gray x  
  stroke(160);  
  strokeWeight(20);  
  line(0,5,60,65);  
  line(60,5,0,65);  
  //draw medium, black x  
  stroke(0);  
  strokeWeight(10);  
  line(30,20,90,80);  
  line(90,20,30,80);  
  //draw thin, white x  
  stroke(255);  
  strokeWeight(2);  
  line(20,38,80,98);  
  line(80,38,20,98);  
}
```

Code duplication

```
//draw thick, light gray x  
stroke(160);  
strokeWeight(20);  
line(0,5,60,65);  
line(60,5,0,65);
```

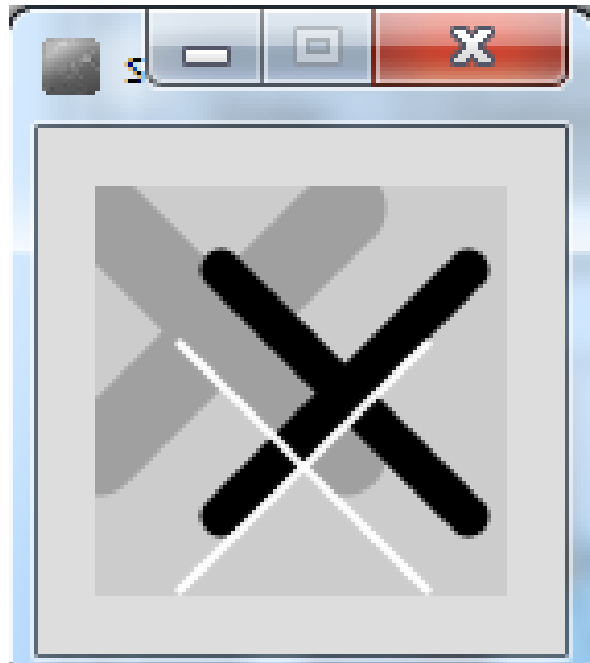
```
//draw medium, black x  
stroke(0);  
strokeWeight(10);  
line(30,20,90,80);  
line(90,20,30,80);
```



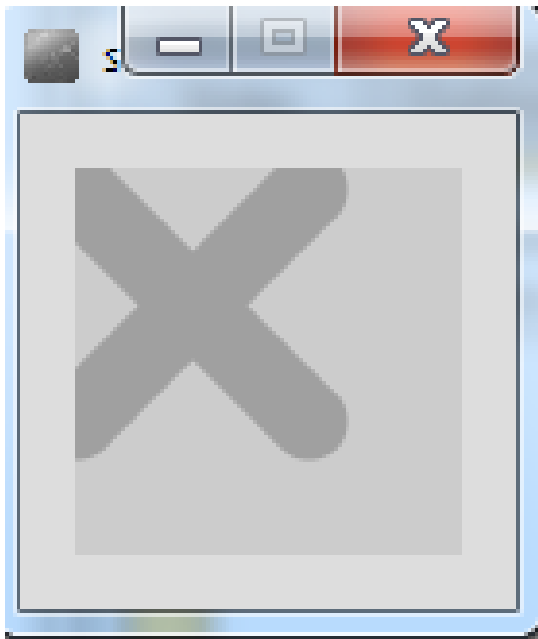
```
//draw thin, white x  
stroke(255);  
strokeWeight(2);  
line(20,38,80,98);  
line(80,38,20,98);
```

A solution with methods

- We will incrementally build a solution that uses methods to produce this output...



Example 3.10 – using a method to draw a thick, light gray X



```
void draw()  
{  
    background(204);  
    drawX();  
}
```

```
void drawX()  
{  
    //draw thick, light gray x  
    stroke(160);  
    strokeWeight(20);  
    line(0,5,60,65);  
    line(60,5,0,65);  
}
```

Example 3.11 – drawing a thick X, passing colour as a parameter.



```
void draw()  
{  
    background(204);  
    drawX(0);  
}
```

```
void drawX(int gray)  
{  
    stroke(gray);  
    strokeWeight(20);  
    line(0,5,60,65);  
    line(60,5,0,65);  
}
```

Example 3.12 – drawing X, passing colour and weight.

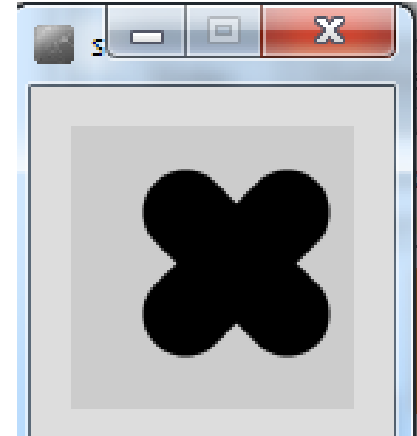
```
void draw()  
{  
    background(204);  
    drawX(0, 30);  
}
```

```
void drawX(int gray, int weight)  
{  
    stroke(gray);  
    strokeWeight(weight);  
    line(0,5,60,65);  
    line(60,5,0,65);  
}
```



Example 3.13 – drawing X, passing colour, weight, position, size

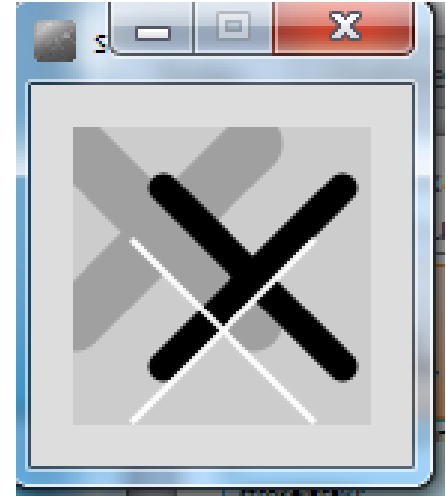
```
void draw()  
{  
    background(204);  
    drawX(0, 30, 40, 30, 36);  
}
```



```
void drawX(int gray, int weight, int x, int y, int size)  
{  
    stroke(gray);  
    strokeWeight(weight);  
    line(x, y, x+size, y+size);  
    line(x+size, y, x, y+size);  
}
```

Example 3.14 – drawing multiple Xs

```
void draw()
{
    background(204);
    drawX(160, 20, 0, 5, 60);
    drawX(0, 10, 30, 20, 60);
    drawX(255, 2, 20, 38, 60);
}
```

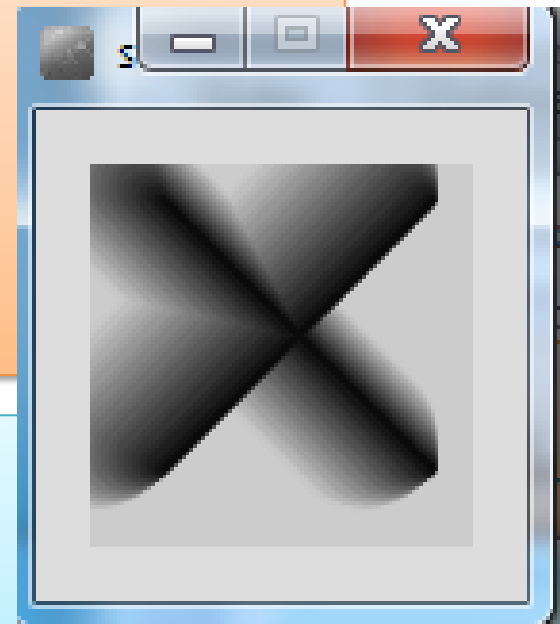


```
void drawX(int gray, int weight, int x, int y, int size)
{
    stroke(gray);
    strokeWeight(weight);
    line(x, y, x+size, y+size);
    line(x+size, y, x, y+size);
}
```

Example 3.15 – drawing multiple Xs using a for loop

```
void draw()
{
    background(204);
    for (int i = 0; i < 20; i++){
        drawX(200-i*10, (20-i)*2, i, i/2, 70);
    }
}
```

```
void drawX(int gray, int weight, int x, int y, int size)
{
    stroke(gray);
    strokeWeight(weight);
    line(x, y, x+size, y+size);
    line(x+size, y, x, y+size);
}
```



Topics list

- Method example: Eyes
- Method example: X's
- Overloading methods.
- Method example: Celcius / Farenheit Converter.
- Recursion.

Overloaded methods

- Multiple methods can have the same name, once they have a different parameter list.
- In the previous examples, we wrote the following methods:
 - `void drawX()`
 - `void drawX(int gray)`
 - `void drawX(int gray, int weight)`
 - `void drawX(int gray, int weight, int x, int y, int size)`

Overloaded methods

Method signature	Parameter List
<code>void drawX()</code>	no parameter
<code>void drawX(int gray)</code>	int
<code>void drawX(int gray, int weight)</code>	int, int
<code>void drawX(int gray, int weight, int x, int y, int size)</code>	int, int, int, int, int

Overloaded methods

- A program can have two or more methods with the same name, only if their parameter list is different.
- When Java is checking that a parameter list is different, it is not checking the name of the variables, it is checking the data type of the variables e.g. this is permitted as the data type is different:
 - `void drawX(int gray)`
 - `void drawX(float gray)`

Overloaded methods

```
void draw()  
{  
    background(204);  
    drawX(0);  
}
```

Which drawX method
is called and why?

```
void drawX(int gray){  
    stroke(gray);  
    strokeWeight(5);  
    line(0,5,60,65);  
    line(60,5,0,65);  
}
```

```
void drawX(float gray){  
    stroke(gray);  
    strokeWeight(20);  
    line(0,5,60,65);  
    line(60,5,0,65);  
}
```


Overloaded methods

- When you call a method, Java matches the number and type of the arguments you passed to the method with all the declared methods.
- When a match is found, Java invokes that method e.g.

`drawX(0)` calls `void drawX(int gray)`

`draw(0.0)` calls `void drawX(float gray)`

Topics list

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- Overloading methods.
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Example 3.16 – Fahrenheit to Celsius

```
void setup()
{
  float celsius = fahrenheitToCelsius(451.0);
  println("Celsius value is: " + celsius);
}
```

Fahrenheit
value is
hardcoded
as a literal.

Return type

Celsius value is: 232.77779

```
float fahrenheitToCelsius(float fahrenheit)
{
  float result = (fahrenheit - 32.0) * (5.0/9.0);
  return result;
}
```

Example 3.16 – Updated

```
float fahrenheitToCelsius(float fahrenheit)
{
    float result = (fahrenheit - 32.0) * (5.0/9.0);
    return result;
}
```

...is exactly
the same
as this...

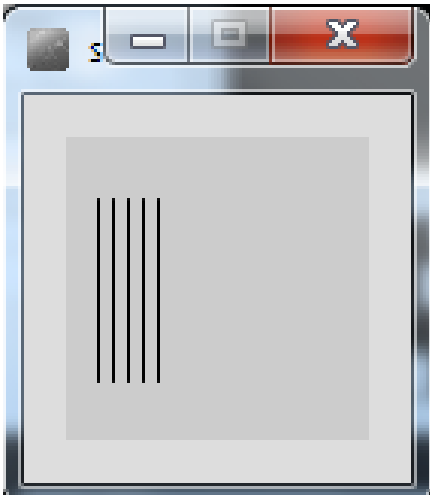
```
float fahrenheitToCelsius(float fahrenheit)
{
    return (fahrenheit - 32.0) * (5.0/9.0);
}
```

Topics list

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Example 3.17 – drawLines – for loop

```
void setup()
{
  size(100,100);
  drawLines(10,4);
}
```



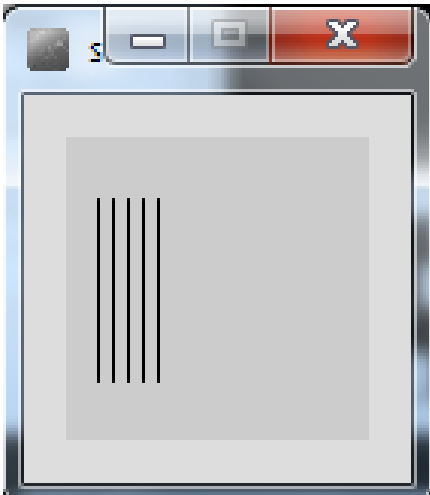
```
void drawLines(int x, int num)
{
  for (int i = 0; i <= num; num--)
  {
    line (x, 20, x, 80);
    x += 5;
  }
}
```

Recursion

- A method can contain a line of code that calls itself.
- This is called recursion.
- To stop the infinite calling of the method, it is necessary to have some way for the method to exit. This is called the ***base case***. You continually work towards the base case.

Example 3.17 – drawLines – recursion

```
void setup()
{
  size(100,100);
  drawLines(10,4);
}
```



```
void drawLines(int x, int num)
{
  line (x, 20, x, 80);
  if (num > 0)
  {
    drawLines(x+5, num-1);
  }
}
```


Example 3.17

```
void drawLines(int x, int num){  
    line (x, 20, x, 80);  
    if (num > 0)  
    {  
        drawLines(x+5, num-1);  
    }  
}
```

drawLines(10, 4);
x=10, num=4 (is > 0)
line (10, 20, 10, 80);

drawLines(15, 3);
x=15, num=3 (is > 0)
line (15, 20, 15, 80);

drawLines(20, 2);
x=20, num=2 (is > 0)
line (20, 20, 20, 80);

drawLines(25, 1);
x=25, num=1 (is > 0)
line (25, 20, 25, 80);

drawLines(30, 0);
x=30, **num=0 (is NOT > 0)**

Successive Method Calls

Example 3.17

```
void drawLines(int x, int num){  
    line (x, 20, x, 80);  
    if (num > 0)  
    {  
        drawLines(x+5, num-1);  
    }  
}
```

drawLines(10, 4);
x=10, num=4 (is > 0)
line (10, 20, 10, 80);

drawLines(15, 3);
x=15, num=3 (is > 0)
line (15, 20, 15, 80);

drawLines(20, 2);
x=20, num=2 (is > 0)
line (20, 20, 20, 80);

drawLines(25, 1);
x=25, num=1 (is > 0)
line (25, 20, 25, 80);

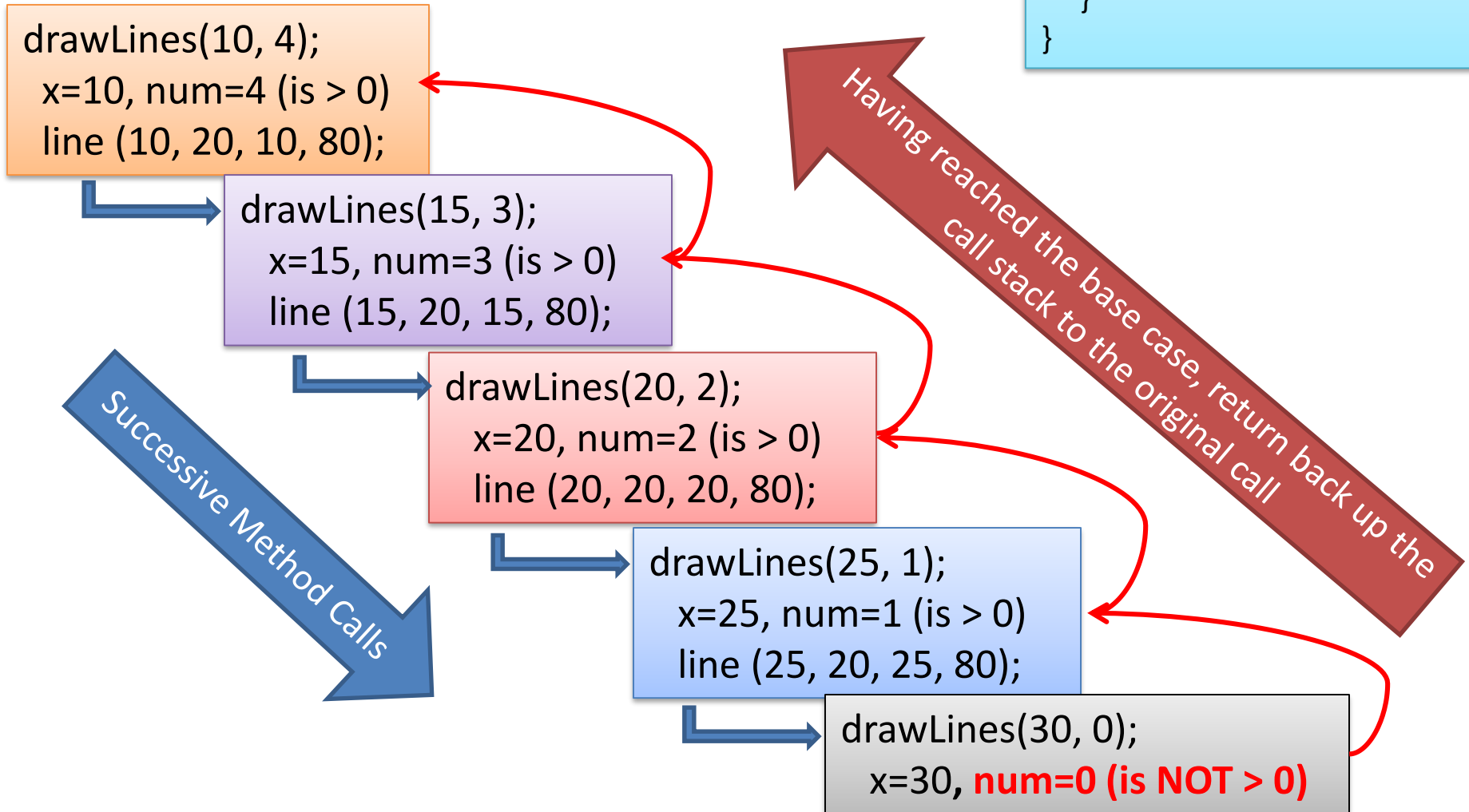
drawLines(30, 0);
x=30, **num=0 (is NOT > 0)**

Successive Method Calls

Base
case
met

Example 3.17

```
void drawLines(int x, int num){  
    line (x, 20, x, 80);  
    if (num > 0)  
    {  
        drawLines(x+5, num-1);  
    }  
}
```



Questions?



References

- Reas, C. & Fry, B. (2014) Processing – A Programming Handbook for Visual Designers and Artists, 2nd Edition, MIT Press, London.