



### Methods

- A subroutine
  - Reusable code
  - Modularity, encapsulation
- May take arguments (parameters)
- May return a value



### **Method Declaration**

Method declarations will have the following, in order:

- Any modifiers (public, private, etc)
- The method's return type
- The method's name
- The method's **parameters**, in parentheses
- Any exceptions the method may throw
- The method body (code)



### Class and Instance methods

A method declared with the **static** modifier is a **class** method (otherwise it is an **instance** method)

- Class methods
  - May operate on class fields only
- Instance methods
  - May operate on class and instance fields



## Parameters (method arguments)

Parameters are the mechanism for passing information to a method or constructor.

- Primitive types passed by value
  - Changes to parameter are not seen by caller
- Reference types passed by value
  - Changes to the *reference* are not seen by caller
  - Changes to object referred to are seen by caller
- Your last parameter may in fact be more than one parameter (*varargs*), and treated as an array



# Branching statements (methods)

The return statement exits the current method



# Returning a Value from a Method

Methods return to caller when:

- · all statements in method executed, or
- a return statement is reached, or
- the method throws an exception (later)

Methods declared **void** do not return a value. All other methods must return a value of the declared type (or a *subclass* of the declared type, described later).