

Introduction to Programming

with Java, for Beginners

Static Methods

Class Organization

- A class may contain data declarations and methods (and constructors, which are like methods), but **not** statements
- For today we concentrate on methods
- Class-Method is like Cookbook-Recipe
 - Methods are like cooking recipes
 - Cookbook contains recipes and hence Java classes are like cookbooks

CIS110

1

Motivation for Methods

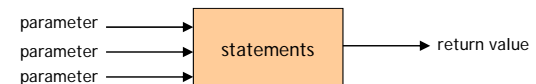
- Break up a complex problem into simpler sub-problems, which you can solve separately
 - E.g. Chocolate cake dessert
 - Baking a cake & preparing the Icing
- Write once and reuse
 - This is an application of the *DRY* principle (“Don’t Repeat Yourself”)
- Methods are also known as procedures, subroutines, functions

ESE112

2

About methods

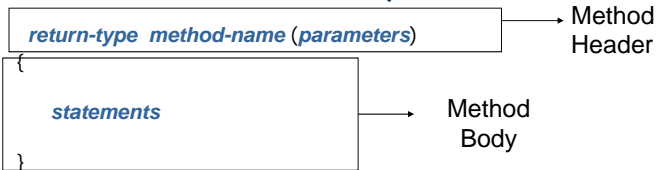
- A **method** is a named group of statements
- You execute those statements by *calling* the method
- When you call the method, you can give it **parameters** (information)
- A method typically has a **return value** (a single piece of information coming out of the method)



ESE112

3

Method Syntax



- Example 1:

```
boolean isAdult(int age) {
    int magicAge = 21;
    return (age >= magicAge);
}
```
- Example 2:

```
double average(int a, int b) {
    double avg = (a + b) / 2.0;
    return avg;
}
```

ESE112

4

Method Names

- The parts of your computation can be given a name
 - So you can reuse it later by just using the name
- Proper choice of method names is important
 - Verbs are usually best, since methods “do something”
 - Naming rules are the same for *naming variables*
 - Descriptive names make your program more readable

ESE112

5

Parameters

- Variable(s) that get declared within parentheses of a method header
 - Each variable is associated with type
- Are inputs that will be used to do some computation within the method
- A method can have 0 or more parameters

ESE112

6

Returning a result from a method

- If a method is to return a result, it must specify the *type* of the result:
 - **boolean** isAdult (...
- You must use a return statement to exit the method with a result of the correct type:
 - **return** (age >= magicAge);

```
boolean isAdult(int age) {
    int magicAge = 21;
    return (age >= magicAge);
}
```

ESE112

7

Returning *no* result from a method

- The keyword **void** is used to indicate that a method doesn't return a value
- There are two ways to indicate void method:
 - Execute a return statement by itself (no return values)
 - Reach the closing brace of the method

- Example

```
void printAge(String name, int age){  
    System.out.println(name + " is " + age + " years old.");  
    return;  
}
```

ESE112

8

Keyword Static

- For now all methods must contain keyword **static** before the *return-type of a method*
- E.g. **static** boolean isAdult(int age){ ... }
- Later we will see non-static methods with Object-Oriented Programming

ESE112

9

Accessibility Level / Modifier

- To control the usage Methods (and Classes)
 - Who has access?
- **public**: makes the method accessible from outside the class
E.g. public static void main (String [] args)
- **private**: not accessible outside the class
- **In default case**: (i.e. no mention of public and private): accessible if within same directory
- Accessibility_level *appears before*
 - **static** keyword for static method
 - **class** keyword for class description

ESE112

10

Methods within Classes

- Methods are always written within a class
- E.g. In Circle.java

```
public class Circle{  
    public static double area (double radius) {  
        final double PI = 3.14;  
        return radius * radius * PI;  
    }  
}
```

ESE112

11

Calling or Invoking a Static Method

- A way to use the method as part of an expression
- Within the *same class*:
`staticMethodName(parameters)`
- Examples:
 1. `double a = area(3.0);`
 2.
`double x = 5.5;`
`double a = area(x);`
`System.out.println(a);`

ESE112

12

Calling or Invoking a Static Method

- Outside class in which it is declared in:
`ClassName.staticMethodName(parameters);`
- Examples
 1. `double a = Circle.area(3.0);`
 2. `double x = 3.0;`
`double a = Circle.area(x);`

ESE112

13

Main Method

```
public static void main(String [] args)
```

- A special static method
 - Whose return type is **void** and
 - Input is a **String array** ([]) (more on arrays later)
- Entry point of a java program i.e. where the instructions starts to get executed step by step
 - If there is variable declared, then space is allocated in memory
 - If it comes across method call, then method declaration and statements are executed
 - Until the last statement, after which terminates the program

ESE112

14

Option 1 w/ Main Method

```
public class Circle {  
    public static void main(String [] args) {  
        double a = area(3.0);  
        System.out.println("Area = " + a);  
    }  
    public static double area (double radius) {  
        final double PI = 3.14;  
        return radius * radius * PI;  
    }  
} //end of Circle class
```

ESE112

15

Option 2 w/ Main Method

```
//In TestCircle.java
public class TestCircle {
    public static void main(String [] args) {
        double a = Circle.area(3.0);
        System.out.println("Area = " + a);
    }
} // end of TestCircle class
```

```
//In Circle.java
public class Circle {
    public static double area (double radius) {
        final double PI = 3.14;
        return radius * radius * PI;
    }
} //end of Circle class
```