Java Methods

- In Java, the word **method** refers to the same kind of thing that the word **function** is used for in other languages.
- Specifically, a method is a function that belongs to a class.
- In Java, every function belongs to a class.
- A function is a reusable portion of a program, sometimes called a *procedure* or *subroutine*.
- The properties of a method are:
  - It is like a mini-program (or subprogram) in its own right.
  - Can take in special inputs (arguments).
  - Can produce an answer value (return value).
  - Similar to the idea of a *function* in mathematics.
Why write and use functions?

- Divide-and-conquer
  - Breaking up programs and algorithms into smaller, more manageable pieces
  - This makes for easier writing, testing, and debugging
  - Also easier to break up the work for team development

- Reusability
  - Functions can be called to do their tasks anywhere in a program, as many times as needed
  - Avoids repetition of code in a program
  - Functions can be placed into libraries to be used by more than one "program"

- With methods (functions), there are 2 major points of view
  - **Builder** of the method – responsible for creating the *declaration* and the *definition* of the method (i.e. how it works)
  - **Caller** – somebody (i.e. some portion of code) that uses the method to perform a task
Using Methods

- The user of a method is the caller.
- Use a method by making calls to the method with real data, and getting back real answers.
- Consider a typical function from mathematics:
  \[ f(x) = 2x + 5 \]
- In mathematics, the symbol \( x \) is a placeholder, and when you run the function for a value, you "plug in" the value in place of \( x \). Consider the following equation, which we then simplify:
  \[
  y = f(10) \quad // \text{must evaluate } f(10) \\
  y = 2 \times 10 + 5 \quad // \text{plug in } 10 \text{ for } x \\
  y = 20 + 5 \\
  y = 25 \quad // \text{so } f(10) \text{ results in } 25
  \]
- In programming, we would say that the call \( f(10) \) returns the value 25.
Using Methods

- Java methods work in largely the same way. General format of a Java method call:
  
  ```java
  methodName(argumentList)
  ```

- The argumentList is a comma-separated list of arguments (data being sent into the method). Use the call anywhere that the returned answer would make sense.

- When calling a Java method from another class library, we have to precede the call with the object name or the class name, depending on whether the method is static or not:
  
  ```java
  className.methodName(argumentList)
  ```  // for static methods

  ```java
  objectName.methodName(argumentList)
  ```  // for instance methods

- If a method is a member of the same class from which it is called from, there is no need for a dot-operator on the call.
Example

There is a pre-defined Math class method called sqrt, which takes one input value (of type double) and returns its square root. Sample calls:

```java
double x = 9.0, y = 16.0, z;

z = Math.sqrt(36.0); //returns 6.0 (stored in z)
z = Math.sqrt(x); //returns 3.0 (stored in z)
z = Math.sqrt(x + y); //returns 5.0(stored in z)
```

```java
System.out.print(Math.sqrt(100.0));
    //returns 10.0, which gets printed
System.out.print(Math.sqrt(49));
    //due to automatic type conversion rules

System.out.print( Math.sqrt(Math.sqrt(625.0)));
```
There is a special use of the keyword static for use in import statements.

On an import statement, a programmer can import the static methods of a class, so that the class name and dot-operator does not have to be used in subsequent calls in the file.

For example, suppose we do this statement in our file:

```java
import static java.lang.Math.sqrt;
```

The above would mean that anywhere in the file we call the `sqrt` method, it's specifically the one from the Math class.

In this case, we would not need to use the `Math.` syntax before each call.
A special use of import for static methods

- To import all static methods from a class this way, use the * wildcard character.

- For example:
  ```java
  import static java.lang.Math.*;
  // import all static methods from Math
  ```

- It’s best to use this sparingly.

- If a code file is using multiple libraries, it can get confusing what class different method calls are coming from, especially if multiple classes have similarly named methods.
The **builder** of a method (a programmer) is responsible for the **prototype** (or signature) of a method, as well as the **definition** (i.e. how it works).

The structure of a method:

```java
modifier(s) returnType methodName(parameter list)
    // this is the signature
{
    // method body (i.e. what it does, how it works) -- the definition
}
```
Building Methods

The pieces:

▶ **methodName** - identifier chosen by the builder.
▶ **parameter list** - a comma-separated list of the parameters that the method will receive.
  ▶ This is data passed IN to the method by the caller.
  ▶ The parameter list indicates the types, order, and number of parameters.
▶ **returnType** - the data type of the value returned by the method. A method that returns no value should have return type `void`.
▶ **modifier(s)** - optional labels that can specify certain properties or restrictions on the method.
  ▶ For now, we will use the modifier static on our methods.
▶ **method body** - code statements that make up the definition of the method and describe what the method does, how it works.
Returning values

- To return a value (from the body of a method with a non-void return type), use the keyword `return`, followed by an expression that matches the expected return type:
  
  ```java
  return expression;
  ```

- A return statement will force immediate exit from the method, and it will return the value of the expression to the caller.

- A method with a non-void return type needs to return an appropriate value.
Here are two simple methods that do a math calculation and return a result

public static int sum(int x, int y, int z)
   // add the 3 parameters and return the result
   {
      int answer;
      answer = x + y + z;
      return answer;
   }

public static double average (double a, double b, double c)
   // add parameters, divide by 3, return the result
   {
      return (a + b + c) / 3.0;
   }
More than one return statement may appear in a function definition, but the first one to execute will force immediate exit from the function.

```java
boolean InOrder(int x, int y, int z) {
    // answers yes/no to the question "are these parameters in order, smallest to largest?"
    // Returns true for yes, false for no.
    if (x <= y && y <= z)
        return true;
    else
        return false;
}
```
Examples of ILLEGAL syntax (common mistakes to watch out for):

- `double average(double x, y, z){ }`
  // Each parameter must list a type

- `printData(int x){ }`
  // missing return type

- `int double Task(int x) { }`
  // only one return type allowed!
Scope of Identifiers

- The scope of an identifier (i.e. variable) is the portion of the code where it is valid and usable.
- A variable declared within a block (i.e. a compound statement) of normal executable code has scope **only within that block**.
  - Includes method bodies
  - Includes other blocks nested inside methods (like loops, if-statements, etc)
  - Does not include some special uses of block notation to be seen later (like the declaration of a class – which will have a separate scope issue)
- Variables declared in the formal parameter list of a method definition have scope **only within that method**.
  - These are considered **local variables** to the method.
  - Variables declared completely inside the method body (i.e. the block) are also local variables.
void methods and empty parameter lists

Parameter lists
- Mathematical functions must have 1 or more parameters
- Java methods can have **0 or more** parameters
- To define a method with no parameters, leave the parentheses empty
- Same goes for the call. (But parentheses must be present, to identify it as a method call).

Return types
- A mathematical function must return exactly 1 answer
- A Java method can return **0 or 1** return value
- To declare a method that returns no answer, use **void** as the return type
- A void method can still use the keyword return inside, but not with an expression (only by itself). One might do this to force early exit from a method.
- To CALL a void method, call it by itself – do NOT put it in the middle of any other statement or expression
Sample Prototype

Here are some sample method prototypes:

char getALetter() // no parameters

void printQuotient(int x, int y) // void return type

void killSomeTime() // both
The compiler will check all method CALLS to make sure they match the expectations (which are described in the method signature):

- method name must match
- arguments passed in a call must match expected types and order
- returned value must not be used illegally
- static methods can be called through class name, but instance methods only through an object

Decisions about parameters and returns are based on type-checking:

- legal automatic type conversions apply when passing arguments into a method, and when checking what is returned against the expected return type
Pass By Value

- Default mode of passing parameters into methods
- Means that the parameter inside the method body is a copy of the original argument that was passed in
- Changes to the local parameter only affect the local copy, not the original argument in the call

```java
static int myMethod(int x, int y)
{
    x = x * 2;
    System.out.println("x = " + x);
    y = y * 2;
    System.out.println("y = " + y);
    return x + y;
}
```
Pass by value

Sample call:
```java
int a = 5, b = 8, ans;
ans = myMethod(a, b);
System.out.println("ans = " + ans);
System.out.println("a = " + a);
System.out.println("b = " + b);
```

Notice that the output of the code is:
```plaintext
x = 10
y = 16
ans = 26
a = 5
b = 8
```
Method Overloading

- The term method overloading refers to the fact that it is perfectly legal to have more than one method in the same class with the same name, as long as they have different parameter lists.
- The difference can be in the number of parameters, or in the types of parameters.
- Example:
  ```java
  int process(double num) { } // method 1
  int process(char letter) { } // method 2
  int process(int num, int pos) { } // method 3
  ```
Method Overloading

- Notice that although all three methods above have the same exact name, they each have a different parameter list.
- Some of them differ in the number of parameters (2 parameters vs. 1 parameter), and the first two differ in types (double vs. char).
- The compiler will distinguish which function to invoke based on what is actually passed in when the function is called.

```java
x = process(3.45,12); // invokes the third function

x = process('f'); // invokes the second function
```
Ambiguous Invocation

Because of method overloading and the legality of some automatic type conversions, it is possible to make a call that could match two methods (due to the type conversion issue). This will result in a compiler error.

Example:
```java
double sum(int x, double y);
double sum(double x, int y);
```

This pair of methods is legal, since the parameter lists differ. But the following is an illegal call, due to ambiguous invocation:
```java
System.out.print("The sum is " + sum(3, 4));
```