

# Java Methods

Lecture 9  
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# 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)           // must evaluate f(10)
y = 2 * 10 + 5     // plug in 10 for x
y = 20 + 5
y = 25             // so f(10) 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:

```
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:

```
className.methodName(argumentList)  
    // for static methods  
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:

```
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)  
  
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)));
```

## A special use of import for static methods

- ▶ 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:  

```
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:

```
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.

# Building 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:

```
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:

```
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.

## Method Examples

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 Examples

More than one return statement may appear in a function definition, but the first one to execute will force immediate exit from the function.

```
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;
}
```

## Some common mistakes

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
```

# Functions and the compiler

- ▶ 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

```
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:

```
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:

```
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:

```
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.

```
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:

```
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:

```
System.out.print("The sum is " + sum(3, 4));
```