

# CSEN 202 – Introduction to Computer Programming

## Lecture 5: Methods

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# Control-flow constructs

## ■ Conditional

- **if**-statement,
- **switch**-statement,
- conditional expression.

## ■ Iterative

- **while**-loop,
- **do-while**-loop,
- **for**-iteration

## Today's topic

# methods

# The first java program

```
public class Hello {  
  
    public static void main(String[] args) {  
        // display a greeting in the console window  
        System.out.println("Hello, _World!");  
    }  
  
}
```

- This code defines a **class** named `Hello`.
- The **method** `main` is the code that runs when you execute the program

# Program complexity

- As programs become **more complex** programmers must **structure** programs in such a way as to effectively manage the complexity.
- The trick to **managing complexity** is to **break down** the problem into more manageable pieces.
- The problem is ultimately solved by **putting these pieces together** to form the complete solution.

# Monolithic code

- As the **number of statements** with a method increases, the method can become **unmanageable**.
- The code within such a method that does all the work by itself is called **monolithic code**.
- Monolithic code that is long and complex is undesirable:
  - It is difficult to **write correctly**.
  - It is difficult to **debug**.
  - It is difficult to **extend**.

# Divide and conquer

- A programmer can **decompose** a **complicated method** into **several simpler methods**.
- The **original method** can then do its job by **delegating** its work to these other methods.
- The **original method** can be thought as a “**work coordinator**”.
- **Advantages:**
  - Methods bundle functionality into **reusable parts**.
  - The same method may be used in **numerous places** within a program
  - If the method is written properly, it may be able to be **reused** in other programs as well.

# Terminology of sub-routines

We **distinguish**:

- **Procedure** (sub-routine). A **coherent**, closed, part of a program that provides specific, **reusable, functionality**.
- **Function**. A procedure with zero or more **inputs** (**arguments**) and zero or one **output** (**return value**)
- **Method**. A function that is associated with a **class** or **object** and in general has **side effects** on the class or object. We distinguish
  - **Class methods**, and
  - **Instance methods** (explained later)



# Example

```
public class Hello {  
  
    public static void main(String[] args) {  
        // display a greeting in the console window  
        System.out.println("Hello, _World!");  
    }  
  
}
```

- The `method` `main` is a `class method` (keyword: `static`)

# The two sides of a method

There are **two aspects** to every Java method:

- **Method Definition:** The definition of a method provides the **code** that determine the method's behavior
- **Method Invocation:** A method is **used** within a program via a method invocation.

Every method has exactly **one definition** but may have **many invocations**.

Later in this semester we might talk about **method declarations**

# Method definition

```
public static type name (parameter list) {  
    Method body  
}
```

- The **access specifier** **public** denotes the **visibility** of the method (to be treated later)
- The **reserved word** **static** denotes that the method is a **class method**
- The **type** indicates the type of the value that the method **returns**. The **reserved word** **void** indicates that the method does not return a value.

# Method definition

```
public static type name (parameter list) {  
    Method body  
}
```

- The **name** is an identifier
- The **parameter list** is a comma separated list of pairs of the form:  
**type name**  
where **type** is recognized Java type (like **int**, **double**, **String**, *etc.*) and **name** is an identifier representing a parameter; the parameter list may be empty
- The **Method body** contains the **code** that defines the actions of the method.

# Communicating with methods

The **principle** is similar to a **mathematical function**:

$$f \overbrace{(a, b)}^{\text{parameters}} = \underbrace{\sqrt{a^2 + b^2}}_{\text{"body"}}$$

- **Parameters** communicate information **into** methods.
- **Parameters** are a way to **hand over values** to a method.
- The **formal parameters**—the **variables declared** in the method header—are assigned the values of
- the **actual parameters**, (*i. e.*, the **values provided** to the message sent).

# Communicating with methods

The **principle** is similar to a **mathematical function**:

$$f \overbrace{(a, b)}^{\text{parameters}} = \underbrace{\sqrt{a^2 + b^2}}_{\text{"body"}}$$

- One piece of information can be communicated back in the form of a **return value**.

# A simple class

```
public class Greeter {  
    public String sayHello () {  
        String message = "Hello, World!";  
        return message;  
    }  
}
```

- An **access specifier**: `public`
- The **return type** of the method: `String`
- The **name** of the method: `sayHello`
- A list of **parameters** of the method, enclosed in parentheses: `sayHello` method has **no parameters**
- The **body** of the method: a sequence of statements enclosed in braces

# Another example

## ■ Method definition:

```
public class Square {  
    public static int square (int x) {  
        x *= x;  
        return x;  
    }  
}
```

## ■ Method invocation:

```
public static void main (String[] args) {  
    System.out.println (square (4));  
    System.out.println (square (12));  
}  
}
```



# Discussion

- Once a **method** has been **defined** it can be used.
- A **method** is **invoked** or **called**.
- The **calling code** **passes** the necessary **parameters** required by the method.
- At the time of the **method invocation** the values of the actual parameters are **assigned** to the corresponding formal parameters.

# Methods invocation example: Palindrome

```
public class Palindrome {
    public static void main (String[] args) {
        System.out.println (reverse ("GUC"));
        System.out.println (palindrome ("rats_live_on_no_evil_star"));
    }
    public static String reverse (String s) {
        String r = "";
        for (int i = s.length () - 1; i >= 0; i--)
            r += s.charAt (i);
        return r;
    }
    public static boolean palindrome (String s) {
        String r = reverse (s);
        return s.equals (r);
    }
}
```

# Passing by value: swap-method

```
import java.util.Scanner;

public class Swapper {
    public static void main (String[] args) {
        Scanner sc = new Scanner (System.in) ;
        System.out.print ("Enter_a:_") ;
        int a = sc.nextInt ();
        System.out.print ("Enter_b:_") ;
        int b = sc.nextInt ();
        swap (a, b);
        System.out.println ("a:_ " + a + "\n" + "b:_ " + b);
    }
    public static void swap (int x, int y) {
        int tmp;
        tmp = x;
        x = y;
        y = tmp;
    }
}
```

## Passing by value: swap-method

```
public static void swap (int x, int y) {  
    int tmp;  
    tmp = x;  
    x = y;  
    y = tmp;  
} }
```

- You may think that this method swaps `a` and `b` but actually it **doesn't**. After the termination of the call, `a` remains with value 2 and `b` with value 3.
- If a **variable** is **passed by value** to a specific function then only a copy of the variable is passed, which means the original variable does not change after the call is terminated!

## Parameters: call by value

- The **formal parameters** act as **placeholders** for the values that are passed as **arguments** when the method is invoked.
- Each **parameter** has a **type** and a **name** which is used in the method body.
- When the method is **invoked**, the **number of arguments** must match the **number parameters** and each argument must have a type **compatible** to the declared type of the parameter.
- All arguments passed **call-by-value**: the method receives and works on the value of the argument, not on its address in memory.
- Thus, a method call **cannot** change the value of a variable used as argument.

# Overloaded methods

- In Java, a class can have **multiple methods** with the same name.
- When two or more methods in a class have the same name, the method is said **overloaded**.
- The methods must be **different** somehow, or else the compiler would not associate a call to a particular method definition.

# The method signature

- The compiler identifies a method by more than its name.
- A method is uniquely identified by its **signature**.
- A **method signature** consists of
  - the **method's name** and
  - its **parameter list**
- If the **parameter types** do not **match exactly**, both in number and position, then the method signatures are different.

## Example

```
System.out.println (int) —prints a number  
System.out.println (String) —prints text
```

# Example: Overloading

1 **static void f()** { ... }

This version has no parameters, so its signature differs from all the others which each have at least one parameter.

2 **static void f(int x)** { ... }

This version differs from version 3, since its single parameter is an int, not a double.

3 **static void f(double x)** { ... }

This version differs from version 2, since its single parameter is a double, not an int.



## Example: Overloading

4 **static void f(int x, double y) { ... }**

This version differs from version 5 because, even though versions 4 and 5 have the same number of parameters with the same types, the order of the types is different.

5 **static void f(double x, int y) { ... }**

Next week

# Next week's topics

## ■ Recursion