Chapter 5 Methods

Opening Problem

Find the sum of integers from 1 to 10, from 20 to 30, and from 35 to 45, respectively.

Problem


```
int sum = 0;
for (int i = 1; i <= 10; i++)
  sum += i;
System.out.println("Sum from 1 to 10 is " + sum);

sum = 0;
for (int i = 20; i <= 30; i++)
  sum += i;
System.out.println("Sum from 20 to 30 is " + sum);

sum = 0;
for (int i = 35; i <= 45; i++)
  sum += i;
System.out.println("Sum from 35 to 45 is " + sum);
```

Problem


```
int sum = 0;
for (int i = 1; i <= 10; i++)
  sum += i;
System.out.println("Sum from 1 to 10 is " + sum);

sum = 0;
for (int i = 20; i <= 30; i++)
  sum += i;
System.out.println("Sum from 20 to 30 is " + sum);

sum = 0;
for (int i = 35; i <= 45; i++)
  sum += i;
System.out.println("Sum from 35 to 45 is " + sum);
```

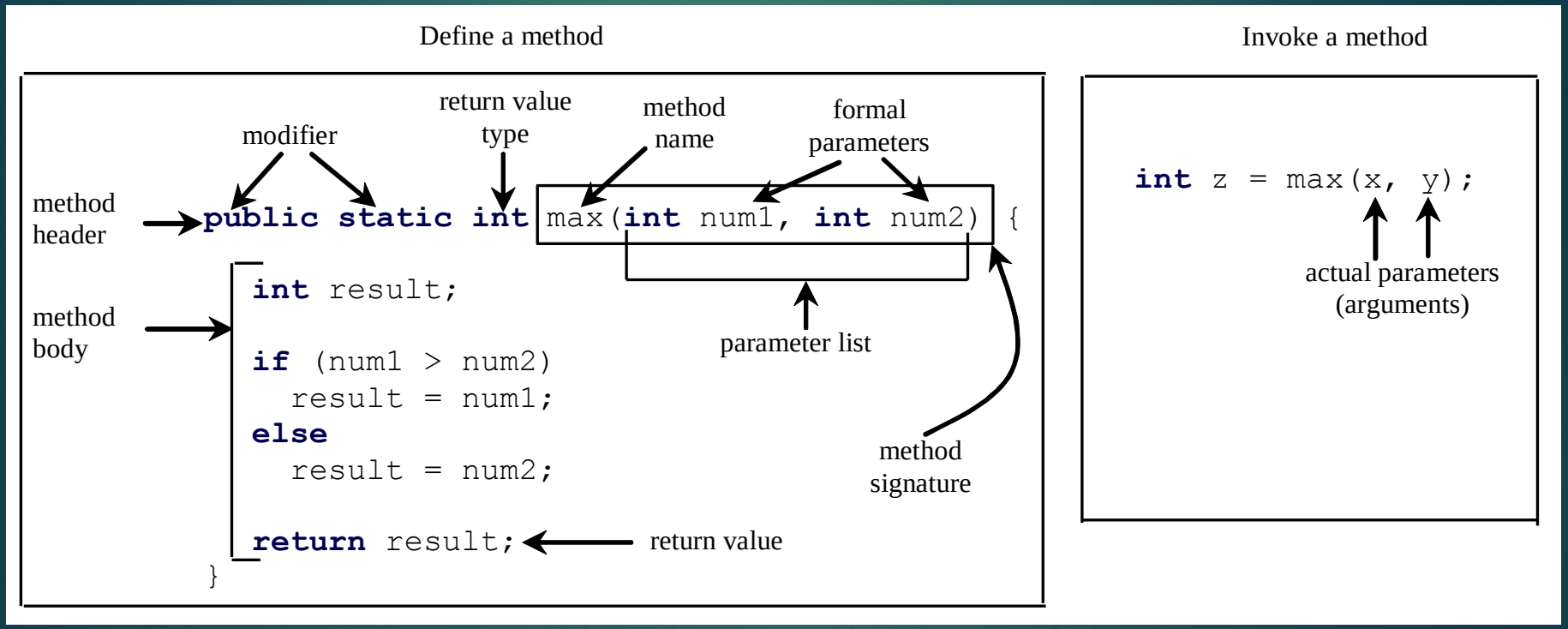
Solution


```
public static int sum(int i1, int i2) {
  int sum = 0;
  for (int i = i1; i <= i2; i++)
    sum += i;
  return sum;
}

public static void main(String[] args) {
  System.out.println("Sum from 1 to 10 is " + sum(1, 10));
  System.out.println("Sum from 20 to 30 is " + sum(20, 30));
  System.out.println("Sum from 35 to 45 is " + sum(35, 45));
}
```

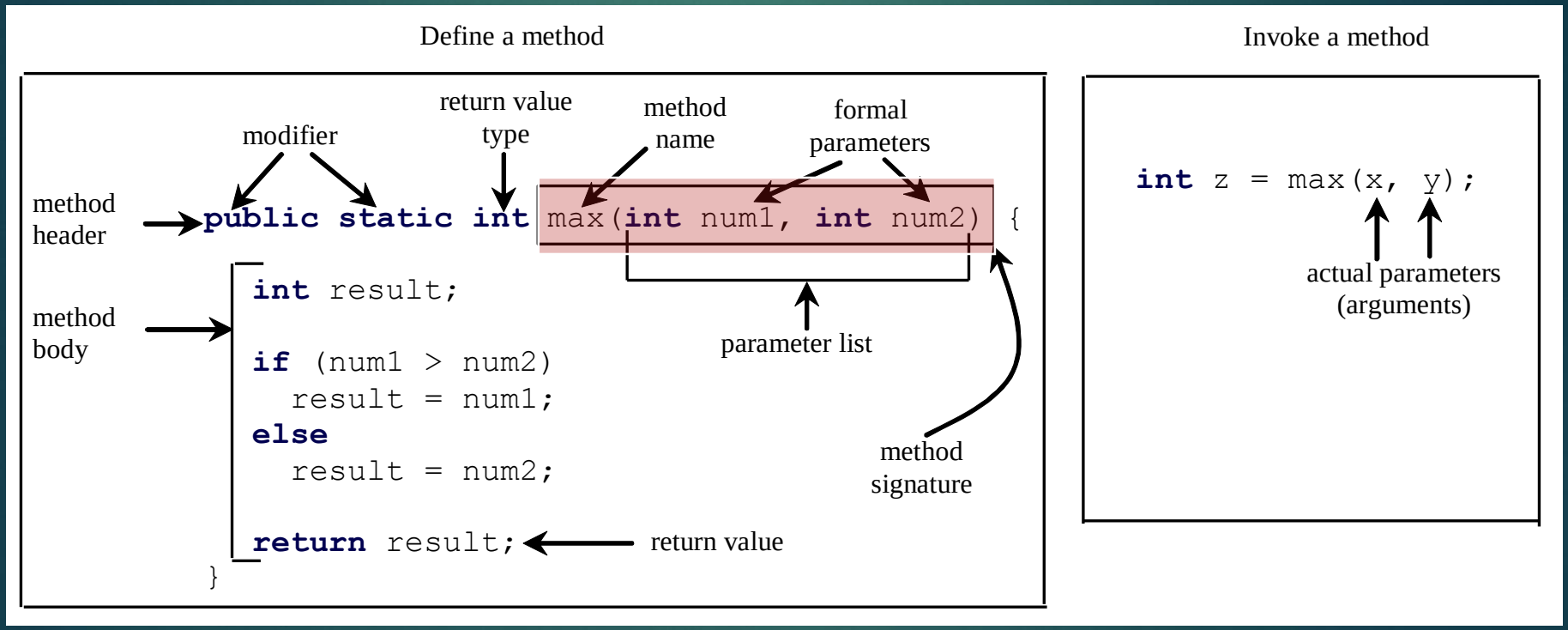
Defining Methods

A method is a collection of statements that are grouped together to perform an operation.



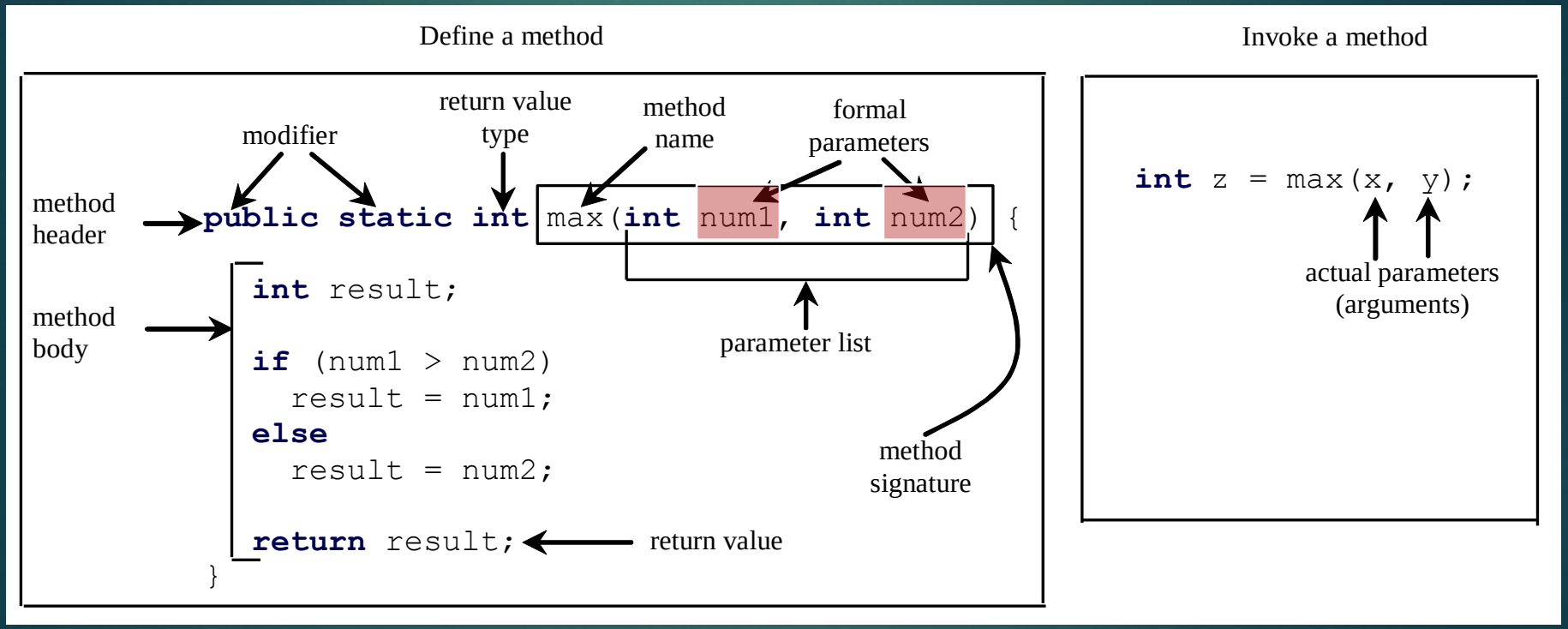
Method Signature

Method signature is the combination of the method name and the parameter list.



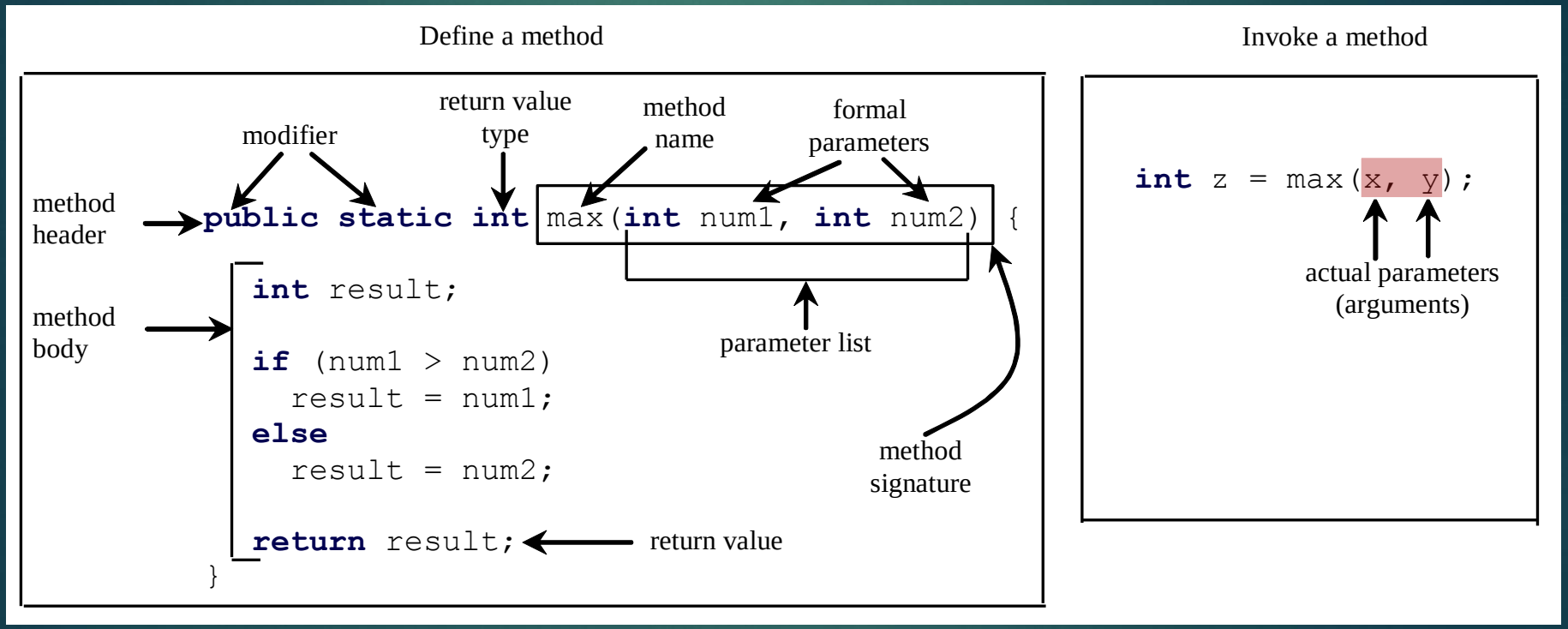
Formal Parameters

The variables defined in the method header are known as *formal parameters*.



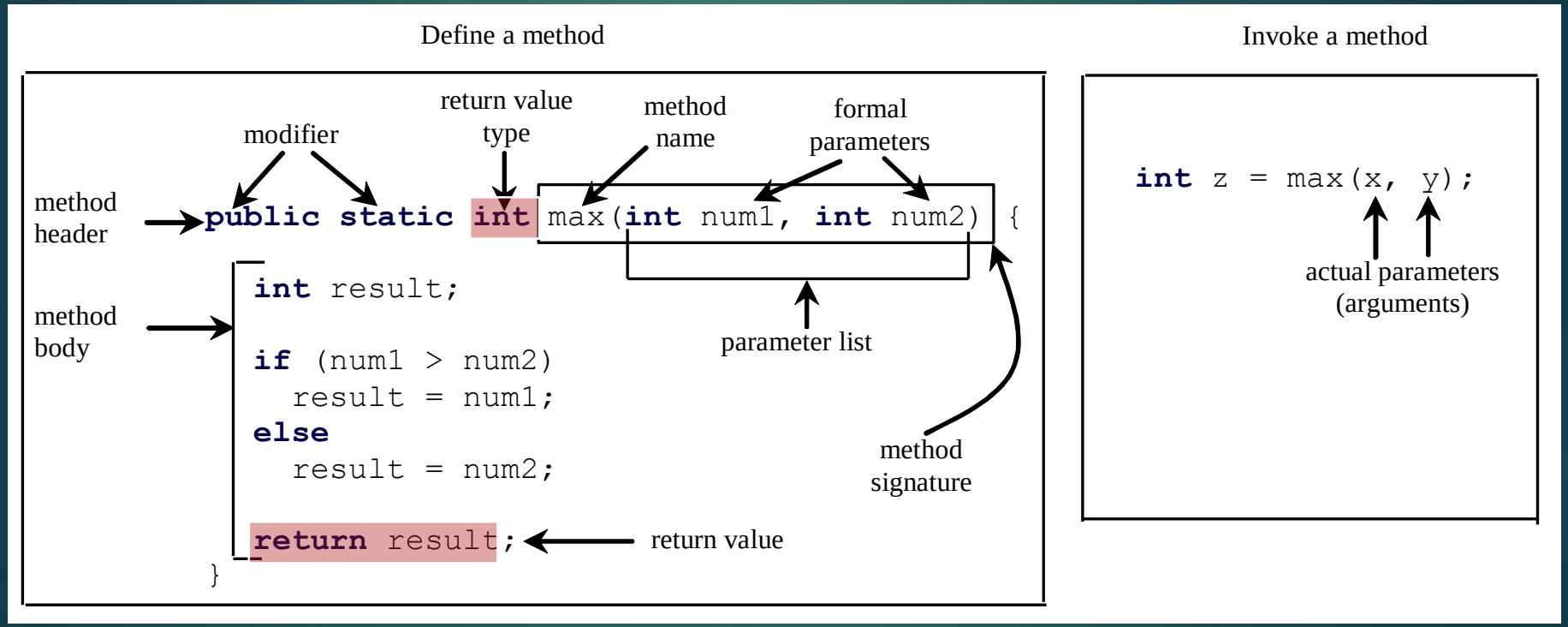
Actual Parameters

When a method is invoked, you pass a value to the parameter. This value is referred to as *actual parameter or argument*.



Return Value Type

A method may return a value. The returnValueType is the data type of the value the method returns. If the method does not return a value, the returnValueType is the keyword void. For example, the returnValueType in the main method is void.



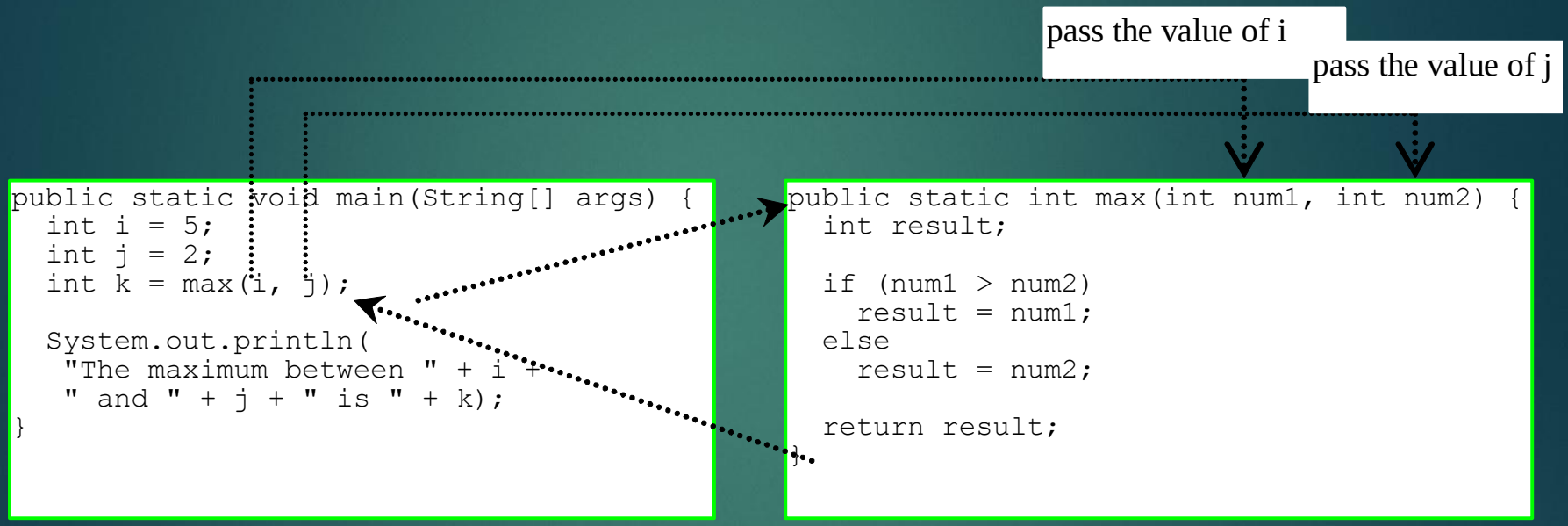
Calling Methods

Testing the `max` method

This program demonstrates calling a method max to return the largest of the `int` values

animation

Calling Methods, cont.



animation

Trace Method Invocation

i is now 5

```
public static void main(String[] args) {
  int i = 5;
  int j = 2;
  int k = max(i, j);

  System.out.println(
   "The maximum between " + i +
   " and " + j + " is " + k);
}
```

```
public static int max(int num1, int num2) {
  int result;

  if (num1 > num2)
    result = num1;
  else
    result = num2;

  return result;
}
```

animation

Trace Method Invocation

j is now 2

```
public static void main(Strin[] args) {
  int i = 5;
  int j = 2;
  int k = max(i, j);

  System.out.println(
   "The maximum between " + i +
   " and " + j + " is " + k);
}
```

```
public static int max(int num1, int num2) {
  int result;

  if (num1 > num2)
    result = num1;
  else
    result = num2;

  return result;
}
```

animation

Trace Method Invocation

invoke max(i, j)

```
public static void main(String[] args) {
  int i = 5;
  int j = 2;
  int k = max(i, j);

  System.out.println(
   "The maximum between " + i +
   " and " + j + " is " + k);
}
```

```
public static int max(int num1, int num2) {
  int result;

  if (num1 > num2)
    result = num1;
  else
    result = num2;

  return result;
}
```

animation

Trace Method Invocation

invoke max(i, j)
Pass the value of i to num1
Pass the value of j to num2

```
public static void main(String[] args) {
  int i = 5;
  int j = 2;
  int k = max(i, j);

  System.out.println(
   "The maximum between " + i +
   " and " + j + " is " + k);
}
```

```
public static int max(int num1, int num2) {
  int result;

  if (num1 > num2)
    result = num1;
  else
    result = num2;

  return result;
}
```

animation

Trace Method Invocation

declare variable result

```
public static void main(String[] args) {
  int i = 5;
  int j = 2;
  int k = max(i, j);

  System.out.println(
   "The maximum between " + i +
   " and " + j + " is " + k);
}
```

```
public static int max(int num1, int num2) {
  int result;

  if (num1 > num2)
    result = num1;
  else
    result = num2;

  return result;
}
```

animation

Trace Method Invocation

(num1 > num2) is true since num1 is 5 and num2 is 2

```
public static void main(String[] args) {
  int i = 5;
  int j = 2;
  int k = max(i, j);

  System.out.println(
   "The maximum between " + i +
   " and " + j + " is " + k);
}
```

```
public static int max(int num1, int num2) {
  int result;

  if (num1 > num2)
    result = num1;
  else
    result = num2;

  return result;
}
```

animation

Trace Method Invocation

result is now 5

```
public static void main(String[] args) {
  int i = 5;
  int j = 2;
  int k = max(i, j);

  System.out.println(
   "The maximum between " + i +
   " and " + j + " is " + k);
}
```

```
public static int max(int num1, int num2) {
  int result;

  if (num1 > num2)
    result = num1;
  else
    result = num2;

  return result;
}
```

animation

Trace Method Invocation

return result, which is 5

```
public static void main(String[] args) {
  int i = 5;
  int j = 2;
  int k = max(i, j);

  System.out.println(
   "The maximum between " + i +
   " and " + j + " is " + k);
}
```

```
pub    tatic int max(int num1, int num2) {
    esult;

    num1 > num2)
    esult = num1;
  e se
    result = num2;

  return result;
}
```

animation

Trace Method Invocation

return max(i, j) and assign the return value to k

```
public static void main(String[] args) {
  int i = 5;
  int j = 2;
  int k = max(i, j);

  System.out.println(
   "The maximum between " + i +
   " and " + j + " is " + k);
}
```

```
public static int max(int num1, int num2) {
  int result;

  if (num1 > num2)
    result = num1;
  else
    result = num2;

  return result;
}
```

animation

Trace Method Invocation

Execute the print statement

```
public static void main(String[] args) {
  int i = 5;
  int j = 2;
  int k = max(i, j);

  System.out.println(
   "The maximum between " + i +
   " and " + j + " is " + k);
}
```

```
public static int max(int num1, int num2) {
  int result;

  if (num1 > num2)
    result = num1;
  else
    result = num2;

  return result;
}
```

CAUTION

A return statement is required for a value-returning method. The method shown below in (a) is logically correct, but it has a compilation error because the Java compiler thinks it possible that this method does not return any value.

```
public static int sign(int n) {
  if (n > 0)
    return 1;
  else if (n == 0)
    return 0;
  else if (n < 0)
    return -1;
}
```

(a)

Should be

```
public static int sign(int n) {
  if (n > 0)
    return 1;
  else if (n == 0)
    return 0;
  else
    return -1;
}
```

(b)

To fix this problem, delete *if (n < 0)* in (a), so that the compiler will see a return statement to be reached regardless of how the if statement is evaluated.

Reuse Methods from Other Classes

NOTE: One of the benefits of methods is for reuse. The max method can be invoked from any class besides TestMax. If you create a new class Test, you can invoke the max method using ClassName.methodName (e.g., TestMax.max).

void Methods & Passing Parameters


```
public static void nPrintln(String message, int n) {
  for (int i = 0; i < n; i++)
    System.out.println(message);
}
```

Suppose you invoke the method using

nPrintln("Welcome to Java", 5);

What is the output?

Suppose you invoke the method using

nPrintln("Computer Science", 15);

What is the output?

Pass by Value

This program demonstrates passing values to the methods.

```
public class Increment {
  public static void main(String[] args) {
    int x = 1;
    System.out.println("Before the call, x is " + x);
    increment(x);
    System.out.println("after the call, x is " + x);
  }

  public static void increment(int n) {
    n++;
    System.out.println("n inside the method is " + n);
  }
}
```

Modularizing Code

Methods can be used to reduce redundant coding and enable code reuse. Methods can also be used to modularize code and improve the quality of the program.

GreatestCommonDivisorMethod

PrimeNumberMethod

Overloading Methods

Overloading the `max` Method

```
public static double max(double num1, double
  num2) {
   if (num1 > num2)
     return num1;
   else
     return num2;
}
```

TestMethodOverloading

Ambiguous Invocation

Sometimes there may be two or more possible matches for an invocation of a method, but the compiler cannot determine the most specific match. This is referred to as *ambiguous invocation*. Ambiguous invocation is a compilation error.

Ambiguous Invocation


```
public class AmbiguousOverloading {
  public static void main(String[] args) {
    System.out.println(max(1, 2));
  }

  public static double max(int num1, double num2) {
    if (num1 > num2)
      return num1;
    else
      return num2;
  }

  public static double max(double num1, int num2) {
    if (num1 > num2)
      return num1;
    else
      return num2;
  }
}
```

Scope of Local Variables

A local variable: a variable defined inside a method.

Scope: the part of the program where the variable can be referenced.

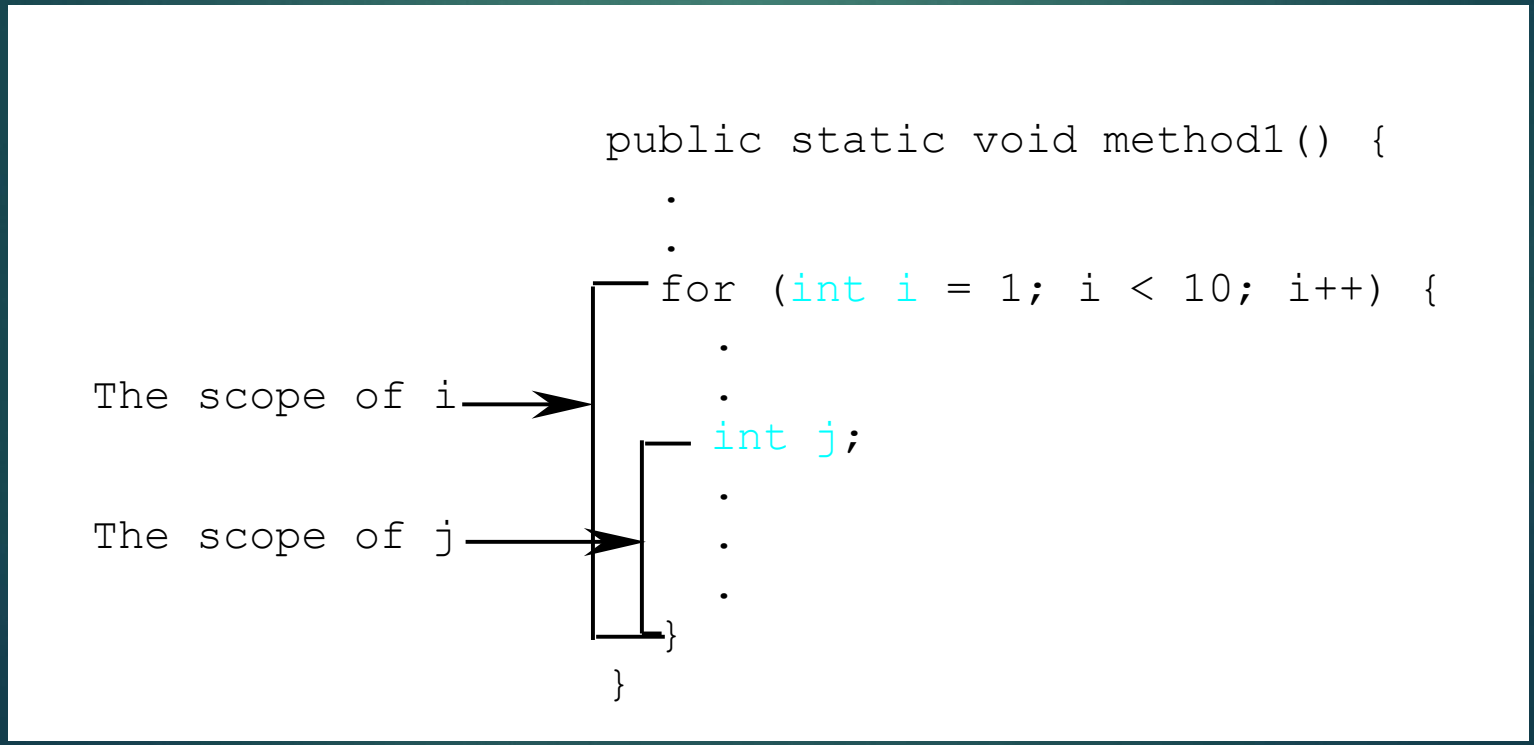
The scope of a local variable starts from its declaration and continues to the end of the block that contains the variable. A local variable must be declared before it can be used.

Scope of Local Variables, cont.

You can declare a local variable with the same name multiple times in different non-nesting blocks in a method, but you cannot declare a local variable twice in nested blocks.

Scope of Local Variables, cont.

A variable declared in the initial action part of a for loop header has its scope in the entire loop. But a variable declared inside a for loop body has its scope limited in the loop body from its declaration and to the end of the block that contains the variable.



Scope of Local Variables, cont.

It is fine to declare i in two non-nesting blocks

```
public static void method1() {
  int x = 1;
  int y = 1;

  for (int i = 1; i < 10; i++) {
    x += i;
  }

  for (int i = 1; i < 10; i++) {
    y += i;
  }
}
```

It is wrong to declare i in two nesting blocks

```
public static void method2() {

  int i = 1;
  int sum = 0;

  for (int i = 1; i < 10; i++)
    sum += i;
  }
}
```

Scope of Local Variables,

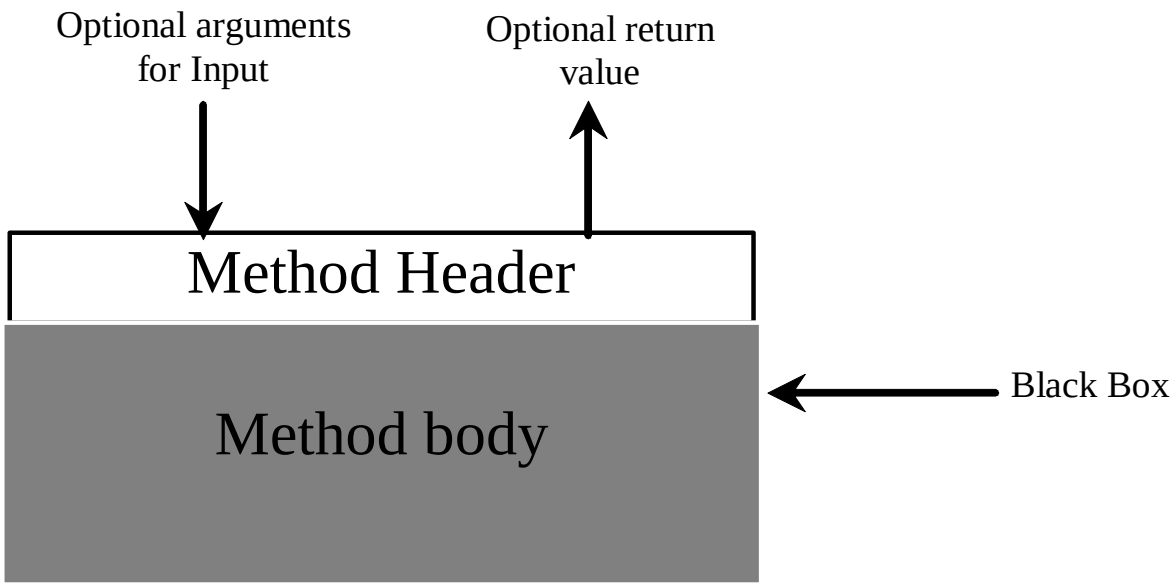

```
// Fine with no errors
public static void correctMethod() {
  int x = 1;
  int y = 1;
  // i is declared
  for (int i = 1; i < 10; i++) {
    x += i;
  }
  // i is declared again
  for (int i = 1; i < 10; i++) {
    y += i;
  }
}
```

Scope of Local Variables,


```
// With no errors
public static void incorrectMethod() {
   int x = 1;
   int y = 1;
   for (int i = 1; i < 10; i++) {
     int x = 0;
     x += i;
   }
}
```

Method Abstraction

You can think of the method body as a black box that contains the detailed implementation for the method.



Benefits of Methods

- Write a method once and reuse it anywhere.
- Information hiding. Hide the implementation from the user.
- Reduce complexity.

The `Math` Class

- Class constants:
  - `PI`
  - `E`
- Class methods:
  - Trigonometric Methods
  - Exponent Methods
  - Rounding Methods
  - min, max, abs, and random Methods

Trigonometric Methods

- `sin(double a)`
- `cos(double a)`
- `tan(double a)`
- `acos(double a)`
- `asin(double a)`
- `atan(double a)`

Radians

toRadians(90)

```
Examples:


Math.sin(0) returns 0.0
Math.sin(Math.PI / 6)
  returns 0.5
Math.sin(Math.PI / 2)
  returns 1.0
Math.cos(0) returns 1.0
Math.cos(Math.PI / 6)
  returns 0.866
Math.cos(Math.PI / 2)
  returns 0
```

Exponent Methods

- `exp(double a)`

  Returns `e` raised to the power of `a`.
- `log(double a)`

  Returns the natural logarithm of `a`.
- `log10(double a)`

  Returns the 10-based logarithm of `a`.
- `pow(double a, double b)`

  Returns `a` raised to the power of `b`.
- `sqrt(double a)`

  Returns the square root of `a`.

```
Examples:


Math.exp(1) returns 2.71
Math.log(2.71) returns 1.0
Math.pow(2, 3) returns 8.0
Math.pow(3, 2) returns 9.0
Math.pow(3.5, 2.5) returns
   22.91765
Math.sqrt(4) returns 2.0
Math.sqrt(10.5) returns 3.24
```

Rounding Methods

- `double ceil(double x)`

  x rounded up to its nearest integer. This integer is returned as a double value.

- `double floor(double x)`

  x is rounded down to its nearest integer. This integer is returned as a double value.

- `double rint(double x)`

  x is rounded to its nearest integer. If x is equally close to two integers, the even one is returned as a double.

- `int round(float x)`

  Return (int)Math.floor(x+0.5).

- `long round(double x)`

  Return (long)Math.floor(x+0.5).

Rounding Methods Examples


```
Math.ceil(2.1) returns 3.0
Math.ceil(2.0) returns 2.0
Math.ceil(-2.0) returns -2.0
Math.ceil(-2.1) returns -2.0
Math.floor(2.1) returns 2.0
Math.floor(2.0) returns 2.0
Math.floor(-2.0) returns -2.0
Math.floor(-2.1) returns -3.0
Math.rint(2.1) returns 2.0
Math.rint(2.0) returns 2.0
Math.rint(-2.0) returns -2.0
Math.rint(-2.1) returns -2.0
Math.rint(2.5) returns 2.0
Math.rint(-2.5) returns -2.0
Math.round(2.6f) returns 3
Math.round(2.0) returns 2
Math.round(-2.0f) returns -2
Math.round(-2.6) returns -3
```

min, max, and abs

- `max(a, b)` and `min(a, b)`

  Returns the maximum or minimum of two parameters.

- `abs(a)`

  Returns the absolute value of the parameter.

- `random()`

  Returns a random `double` value in the range [0.0, 1.0).

```
Examples:


Math.max(2, 3) returns 3
Math.max(2.5, 3) returns
   3.0
Math.min(2.5, 3.6)
   returns 2.5
Math.abs(-2) returns 2
Math.abs(-2.1) returns
   2.1
```

The random Method

Generates a random double value greater than or equal to 0.0 and less than 1.0 (0 <= Math.random() < 1.0).

Examples:

```
(int)(Math.random() * 10)        ──→  Returns a random integer
                                      between 0 and 9.

50 + (int)(Math.random() * 50)   ──→  Returns a random integer
                                      between 50 and 99.
```

In general,

```
a + Math.random() * b   ──→  Returns a random number between
                             a and a + b, excluding a + b.
```

Case Study: Generating Random Characters

Computer programs process numerical data and characters. You have seen many examples that involve numerical data. It is also important to understand characters and how to process them.

As introduced in Section 2.9, each character has a unique Unicode between 0 and FFFF in hexadecimal (65535 in decimal). To generate a random character is to generate a random integer between 0 and 65535 using the following expression: (note that since 0 <= Math.random() < 1.0, you have to add 1 to 65535.)

```
(int)(Math.random() * (65535 + 1))
```

Case Study: Generating Random Characters, cont.

Now let us consider how to generate a random lowercase letter. The Unicode for lowercase letters are consecutive integers starting from the Unicode for 'a', then for 'b', 'c', ..., and 'z'. The Unicode for 'a' is

```
(int)'a'
```

So, a random integer between (int)'a' and (int)'z' is

```
(int)((int)'a' + Math.random() * ((int)'z' - (int)'a' + 1)
```

Case Study: Generating Random Characters, cont.

Now let us consider how to generate a random lowercase letter. The Unicode for lowercase letters are consecutive integers starting from the Unicode for 'a', then for 'b', 'c', ..., and 'z'. The Unicode for 'a' is

```
(int)'a'
```

So, a random integer between (int)'a' and (int)'z' is

```
(int)((int)'a' + Math.random() * ((int)'z' - (int)'a' + 1)
```

Case Study: Generating Random Characters, cont.

As discussed in Chapter 2., all numeric operators can be applied to the char operands. The char operand is cast into a number if the other operand is a number or a character. So, the preceding expression can be simplified as follows:

```
'a' + Math.random() * ('z' - 'a' + 1)
```

So a random lowercase letter is

```
(char)('a' + Math.random() * ('z' - 'a' + 1))
```

Case Study: Generating Random Characters, cont.

To generalize the foregoing discussion, a random character between any two characters ch1 and ch2 with ch1 < ch2 can be generated as follows:

```
(char)(ch1 + Math.random() * (ch2 – ch1 + 1))
```

The RandomCharacter Class


```
// RandomCharacter.java: Generate random characters
public class RandomCharacter {
  /** Generate a random character between ch1 and ch2 */
  public static char getRandomCharacter(char ch1, char ch2) {
    return (char)(ch1 + Math.random() * (ch2 - ch1 + 1));
  }

  /** Generate a random lowercase letter */
  public static char getRandomLowerCaseLetter() {
    return getRandomCharacter('a', 'z');
  }

  /** Generate a random uppercase letter */
  public static char getRandomUpperCaseLetter() {
    return getRandomCharacter('A', 'Z');
  }

  /** Generate a random digit character */
  public static char getRandomDigitCharacter() {
    return getRandomCharacter('0', '9');
  }

  /** Generate a random character */
  public static char getRandomCharacter() {
    return getRandomCharacter('\u0000', '\uFFFF');
  }
}
```

RandomCharacter

TestRandomCharacter

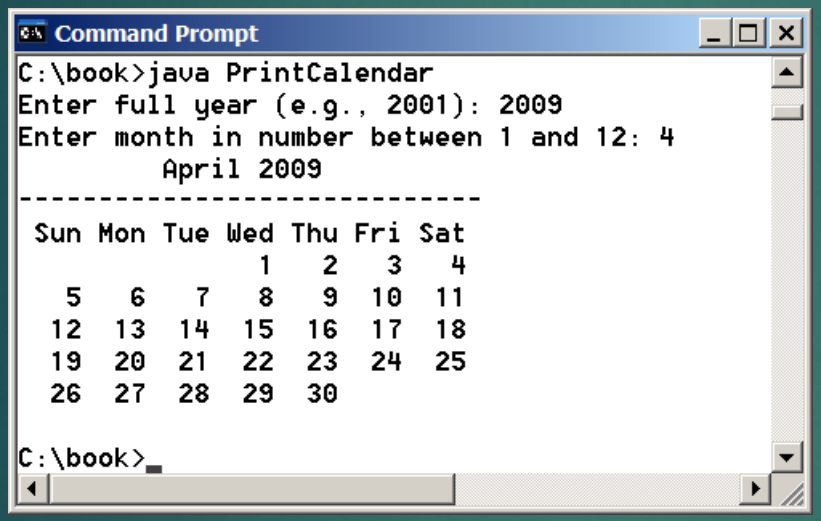
Run

Stepwise Refinement (Optional)

The concept of method abstraction can be applied to the process of developing programs. When writing a large program, you can use the "divide and conquer" strategy, also known as *stepwise refinement*, to decompose it into subproblems. The subproblems can be further decomposed into smaller, more manageable problems.

PrintCalender Case Study

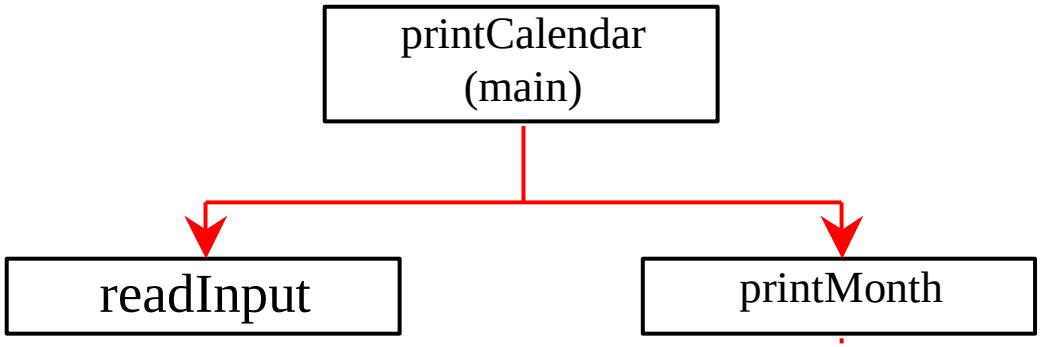
Let us use the PrintCalendar example to demonstrate the stepwise refinement approach.



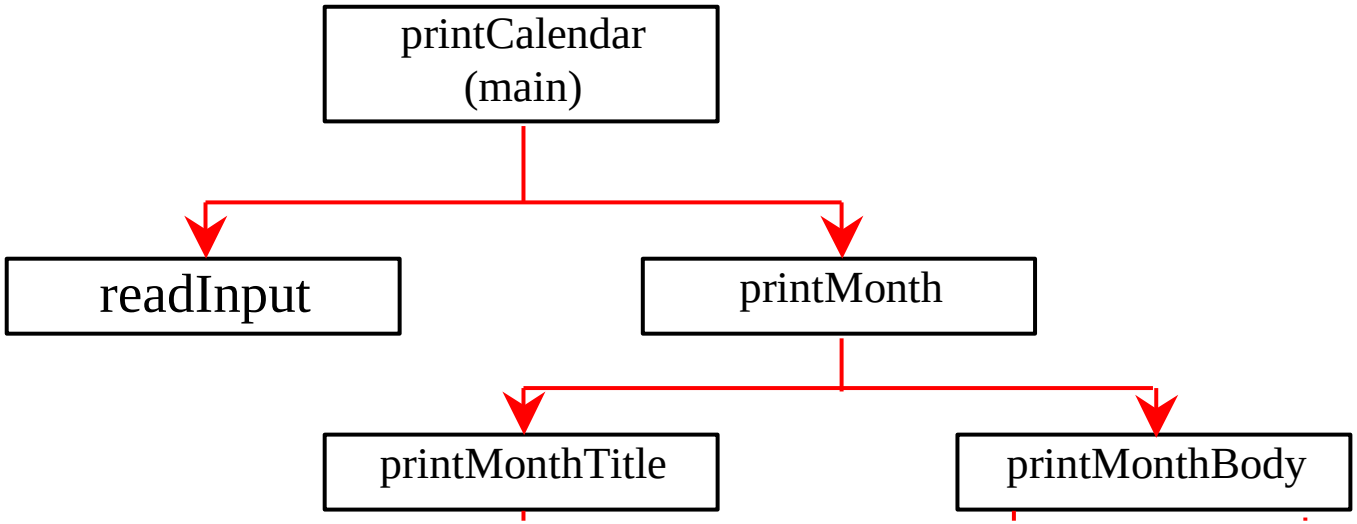
PrintCalendar

Run

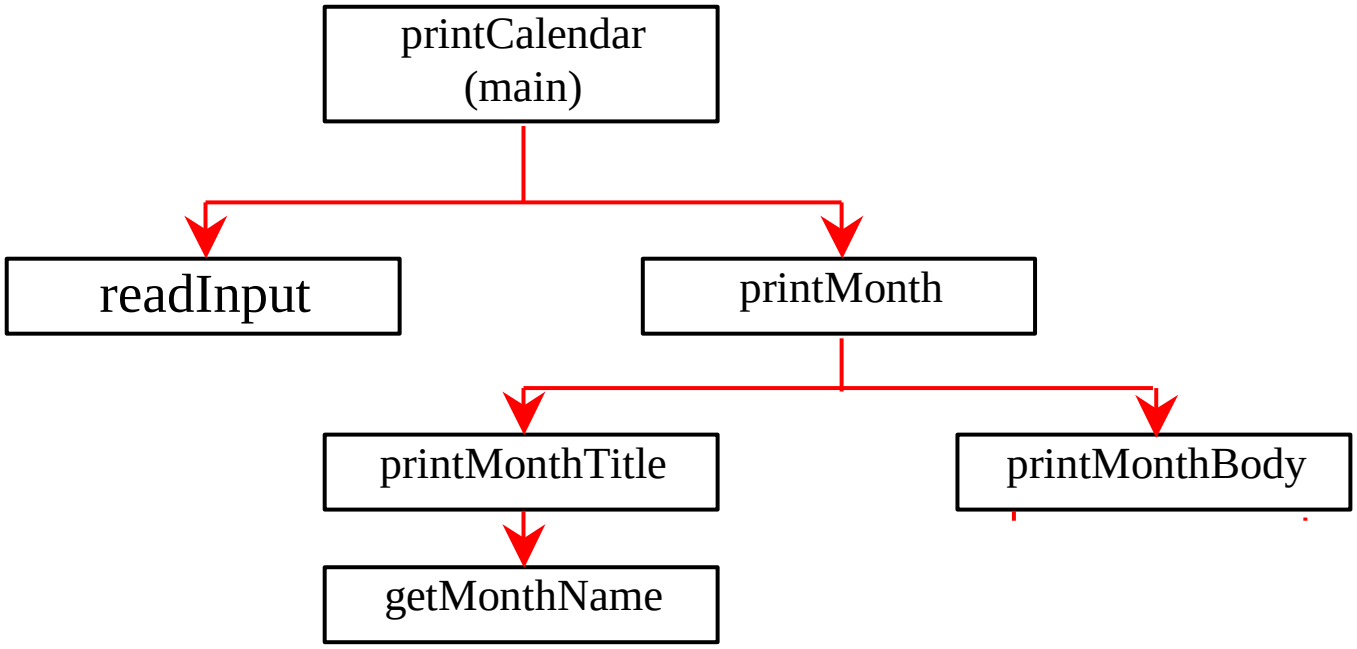
Design Diagram



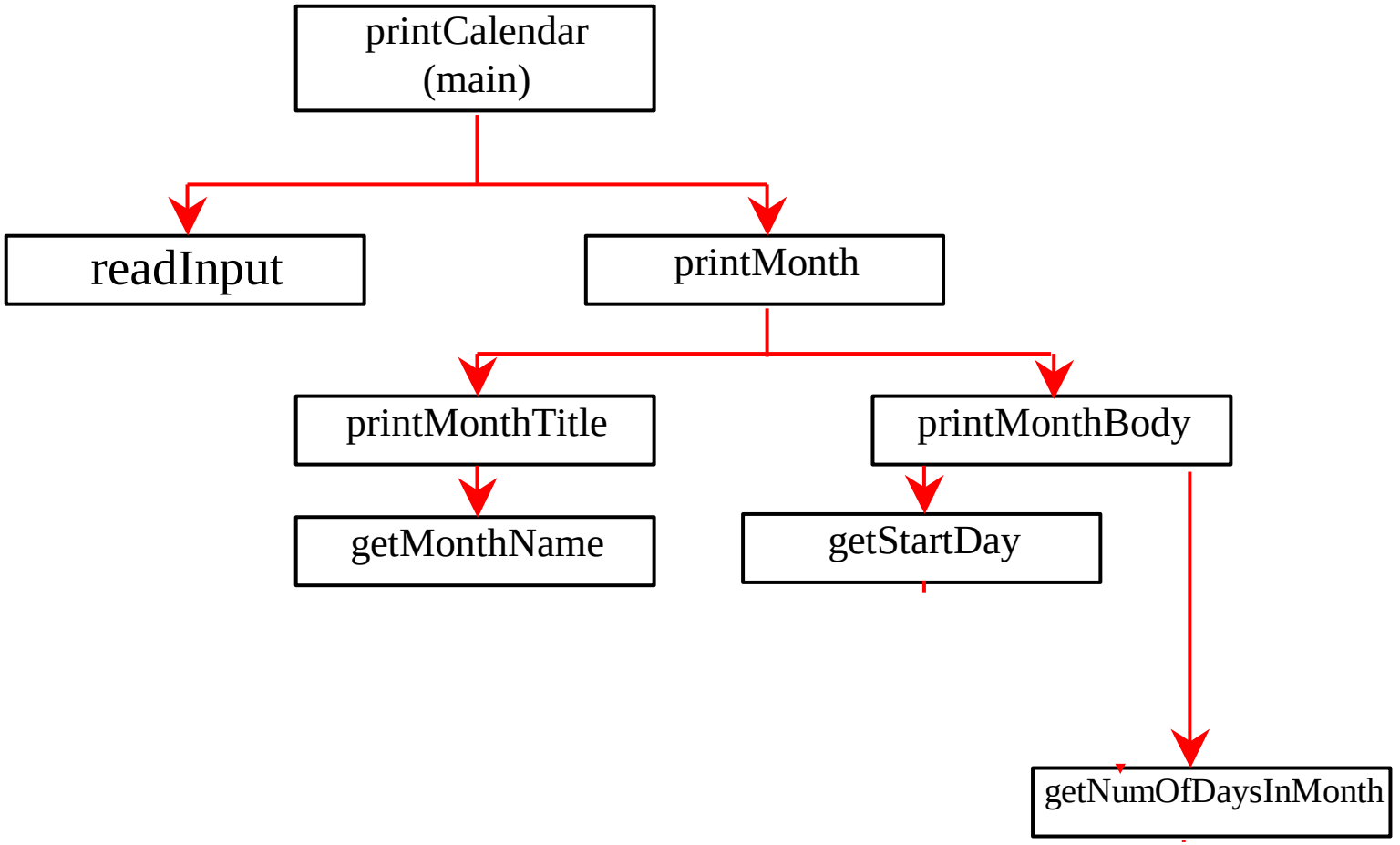
Design Diagram



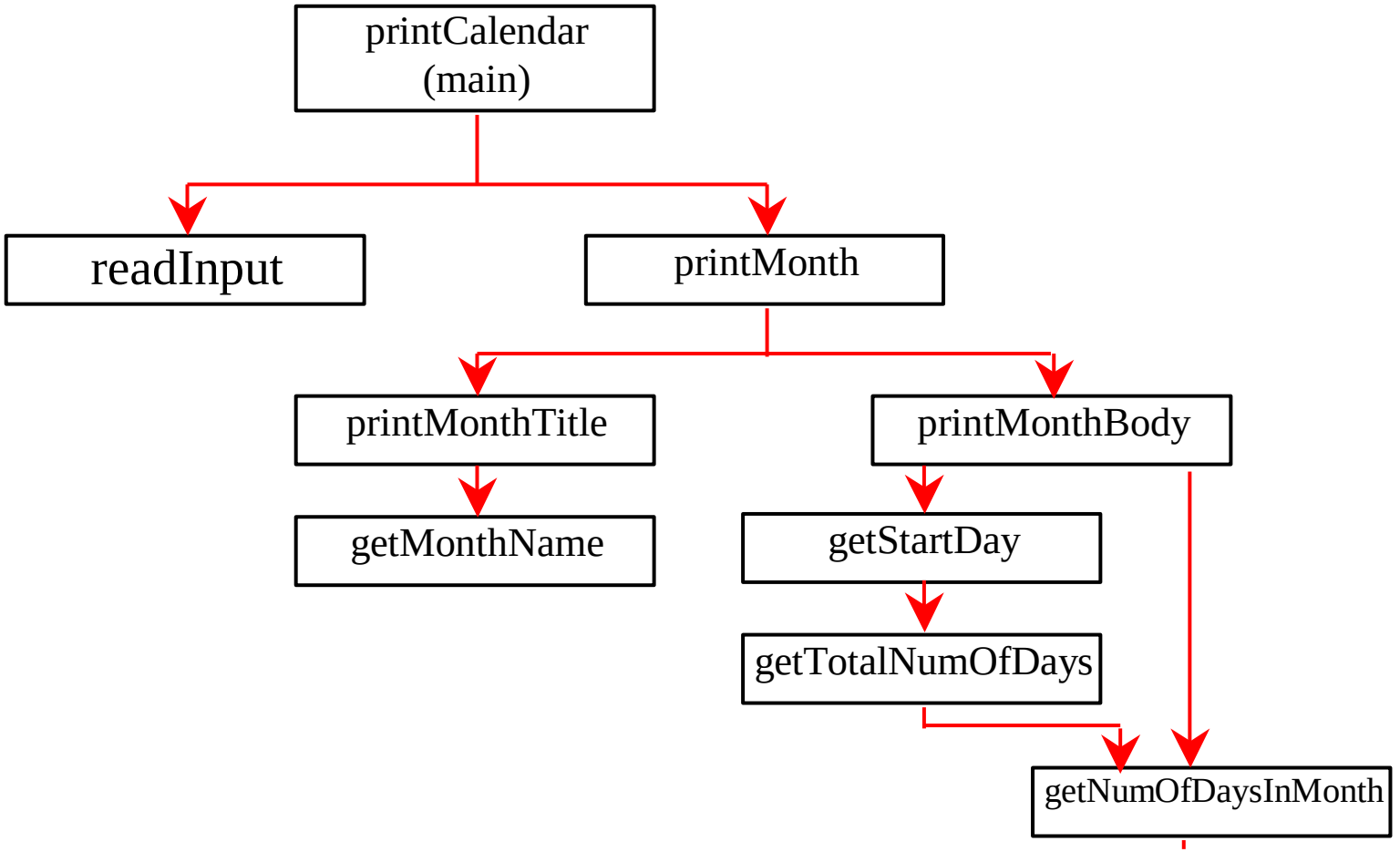
Design Diagram



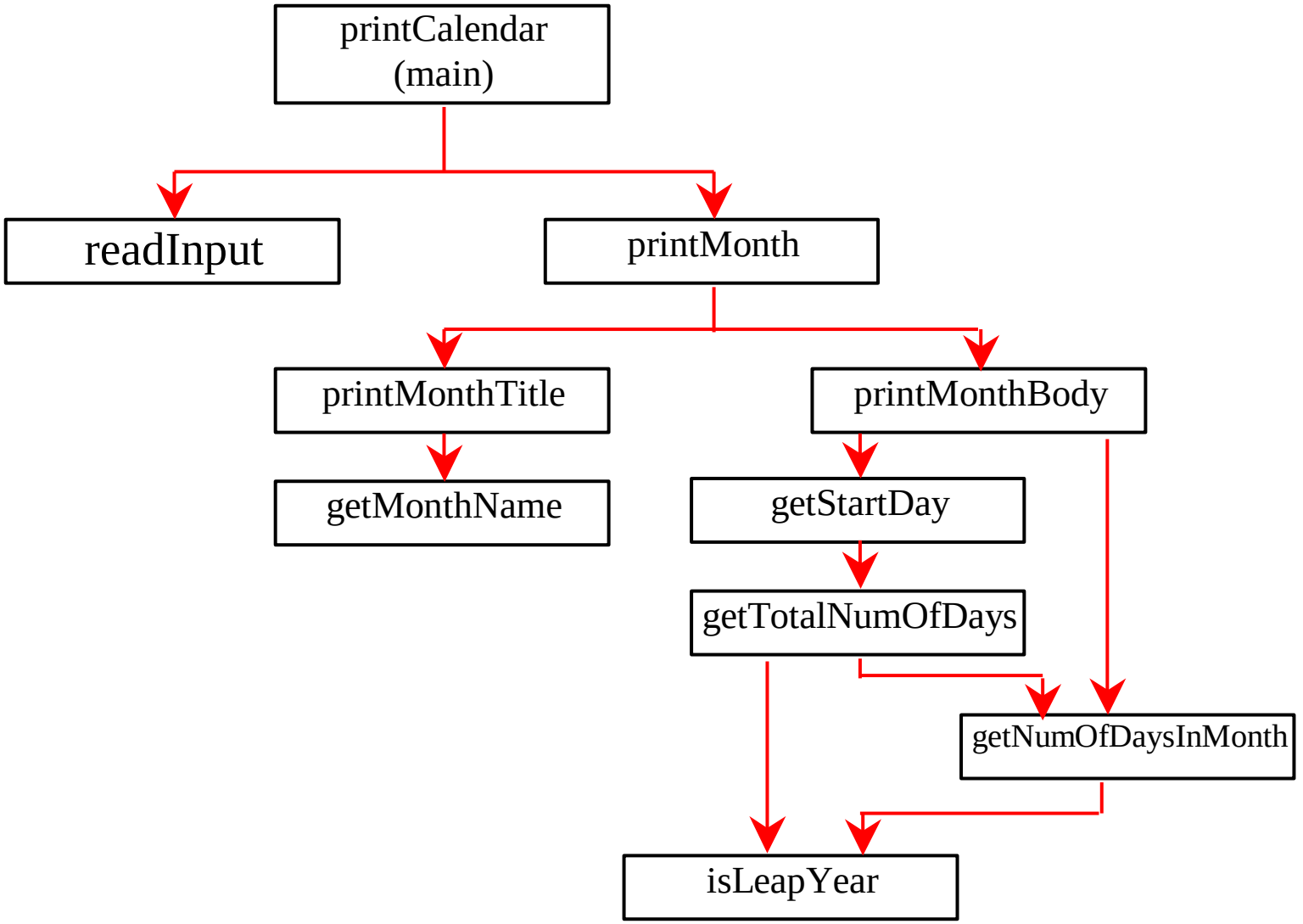
Design Diagram



Design Diagram



Design Diagram



Implementation: Top-Down

Top-down approach is to implement one method in the structure chart at a time from the top to the bottom. Stubs can be used for the methods waiting to be implemented. A stub is a simple but incomplete version of a method. The use of stubs enables you to test invoking the method from a caller. Implement the main method first and then use a stub for the printMonth method. For example, let printMonth display the year and the month in the stub. Thus, your program may begin like this:

A Skeleton for printCalendar

Implementation: Bottom-Up

Bottom-up approach is to implement one method in the structure chart at a time from the bottom to the top. For each method implemented, write a test program to test it. Both top-down and bottom-up methods are fine. Both approaches implement the methods incrementally and help to isolate programming errors and makes debugging easy. Sometimes, they can be used together.