

Functions & Conditionals

CSE 114 INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING

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Announcements

Reading assignment (in Downey's Think Java textbook):

- Functions / Methods (Chapter 4)
- Conditionals (Chapter 5)

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Methods/Functions

In *programming*, a **function** is a name given to a set of statements that perform a well-defined task

- A function inside a class is called a method
- Java programs are made up of a class with methods

Program structure expanded

- See [program_structure_2.txt](#)

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Methods/Functions

Important to understand

- Why creating more methods is a good idea
- How to create a method
- How to use a method that you created

Let's start with an idea that we all are familiar with

- See [idea.txt](#)

Using Java now – let's start with a simplest form of a method and start improving it incrementally with the following examples in order:

- See [Func1.java](#)
- See [Func6.java](#)

See how two methods communicate with each other

- See [communication.txt](#)

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Conditionals

Java (like all languages) allows us to check a condition and execute different steps depending on the outcome

- See [conditionals.txt](#) for a more formal discussion of the concept
- One way to create conditional statements in Java is with `if`, `else if`, and `else` statements

Conditionals give whole new possibilities for writing code

See [Cond0.java](#)

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Different kinds of conditionals with methods

Conditionals in multiple methods

- See [Cond1.java](#)

Conditionals with multiple branches

- See [Cond2.java](#)

Conditionals with nested if...else's

- See [Cond3.java](#)

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