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)

Methods/Functions

In $\ensuremath{\textit{programming}}$, a $\ensuremath{\textit{function}}$ 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

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

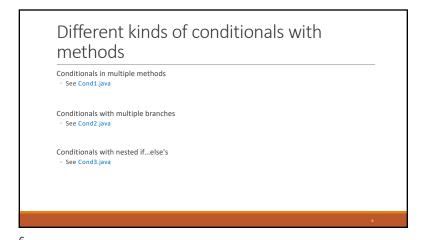
See how two methods communicate with each other

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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