

Java Programming Lab Manual

Asadullah Shah

Zeeshan Bhatti



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JAVA PROGRAMMING LAB MANUAL

Editors

**Asadullah Shah
Zeeshan Bhatti**

**Department of
Kulliyah of Information & Communication Technology
International Islamic University Malaysia**

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Chapter 22

User Defined Methods

Dil Nawaz Hakro, Zeeshan Bhatti, Asadullah Shah

Abstract

The process of creating a user defined method is considered the pillar of Java and it provides the actual functionality to the programming. Usually methods are used in a place where certain instruction or code needs to be executed again and again at irregular intervals. Such code is simply placed inside and custom method and accessed by creating an object of that class. In this experiment, the process of creating and declaring a method is explained along with various examples to clarify the understanding of the students.

22.1 Creating User Defined Methods

To define a method always consider the following points:

- decide between *public* and *private* (usually public)
- give it a name
- specify the types of parameters and give them names
- specify the method's return type or chose *void*
- write the method's code

Syntax of declaring user defined methods:

```
public [or private] returnTypemethodName (type1 name1,  
..., typeNnameN)  
{  
    ...  
}
```