

Static methods

```
int getRandomNumber()  
{  
    return 4; // chosen by fair dice roll.  
             // guaranteed to be random.  
}
```

<http://xkcd.com/221/>

Not actually a valid Java
static method...

Programs thus far



- One big main():

```
public class DiceRolling
{
    public static void main(String [] args)
    {
        int rolls = 0;
        int sum = 0;
        int target = (int) (Math.random() * 11) + 2;

        System.out.println("Rolling dice until I get " + target + ".");

        do
        {
            int dice1 = (int) (Math.random() * 6) + 1;
            int dice2 = (int) (Math.random() * 6) + 1;
            sum = dice1 + dice2;
            System.out.println(dice1 + " + " + dice2 + " = " + sum);
            rolls++;
        }
        while (sum != target);
        System.out.println("It took " + rolls + " rolls.");
    }
}
```

Programs thus far



- One big main():

```
public class DiceRolling
{
    public static void main(String [] args)
    {
        int rolls = 0;
        int sum = 0;
        int target = (int) (Math.random() * 11) + 2;

        System.out.println("Rolling dice until I get " + target);

        do
        {
            int dice1 = (int) (Math.random() * 6) + 1;
            int dice2 = (int) (Math.random() * 6) + 1;
            sum = dice1 + dice2;
            System.out.println(dice1 + " + " + dice2 + " = " + sum);
            rolls++;
        }
        while (sum != target);
        System.out.println("It took " + rolls + " rolls.");
    }
}
```

```
% java DiceRolling
Rolling dice until I get 4.
6 + 1 = 7
3 + 3 = 6
5 + 5 = 10
5 + 1 = 6
3 + 3 = 6
6 + 2 = 8
1 + 4 = 5
4 + 3 = 7
5 + 5 = 10
5 + 4 = 9
4 + 1 = 5
1 + 6 = 7
6 + 4 = 10
2 + 2 = 4
It took 14 rolls.
```

Programs thus far



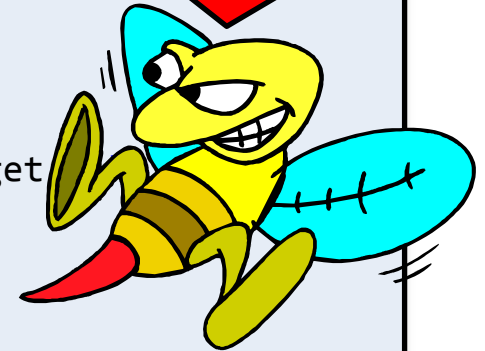
- Problems with one big `main()`:
 - Doesn't scale to complex programs
 - Often find ourselves repeating similar code

```
public class DiceRolling
{
    public static void main(String [] args)
    {
        int rolls = 0;
        int sum = 0;
        int target = (int) (Math.random() * 11) + 2;

        System.out.println("Rolling dice until I get " + target);

        do
        {
            int dice1 = (int) (Math.random() * 6) + 1;
            int dice2 = (int) (Math.random() * 6) + 1;
            sum = dice1 + dice2;
            ...
        }
    }
}
```

"Repeated code is evil!"



Using static methods

- Static methods

- Already seen loads of "helper" methods:

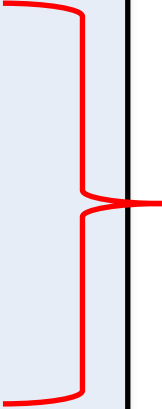
```
System.out.println("Hello world");
StdDraw.setPenColor(StdDraw.GRAY);
int num      = Integer.parseInt(args[0]);
double r     = Double.parseDouble(args[1]);
int x       = StdIn.readInt();
double rand  = Math.random();
double v     = Math.pow(10.0, -2.3582);
StdDraw.setXscale(0.0, 10.0);
```

Using static methods

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```




Some methods
return a value.

Using static methods


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```
System.out.println("Hello world");  
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int num      = Integer.parseInt(args[0]);  
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double rand  = Math.random();  
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StdDraw.setXscale(0.0, 10.0);
```



Some methods
return nothing



Some methods
return nothing

Using static methods

- Static methods

- Already seen loads of "helper" methods:

```
System.out.println("Hello world");
StdDraw.setPenColor(StdDraw.GRAY);
int num      = Integer.parseInt(args[0]);
double r     = Double.parseDouble(args[1]);
int x       = StdIn.readInt();
double rand  = Math.random();
double v     = Math.pow(10.0, -2.3582);
StdDraw.setXscale(0.0, 10.0);
```

Some methods
take a single
parameter.

Using static methods

- Static methods

- Already seen loads of "helper" methods:

```
System.out.println("Hello world");
StdDraw.setPenColor(StdDraw.GRAY);
int num      = Integer.parseInt(args[0]);
double r     = Double.parseDouble(args[1]);
int x        = StdIn.readInt();
double rand  = Math.random();
double v     = Math.pow(10.0, -2.3582);
StdDraw.setXscale(0.0, 10.0);
```

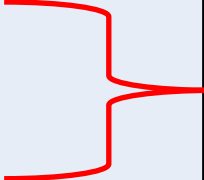
Some methods
take no
parameters

Using static methods

- Static methods

- Already seen loads of "helper" methods:

```
System.out.println("Hello world");
StdDraw.setPenColor(StdDraw.GRAY);
int num      = Integer.parseInt(args[0]);
double r     = Double.parseDouble(args[1]);
int x        = StdIn.readInt();
double rand  = Math.random();
double v     = Math.pow(10.0, -2.3582);
StdDraw.setXscale(0.0, 10.0);
```



Some methods
take two
parameters.

Methods

- **Methods:**
 - Like a mathematical function
 - Given some inputs, produce an output value
 - Methods allows **building modular programs**
 - Reuse code, only invent the wheel once
 - When a method is called:
 - Control **jumps to the method** code
 - **Argument passed to method** copied to parameter variables used in method
 - **Method executes** and (optionally) **returns a value**
 - Execution **returns to calling code**

Flow of control

```
public class MethodJumping
{
    public static void printWorld()
    {
        System.out.print("world");
    }
    public static int addNums(int num1, int num2)
    {
        int result = num1;
        result = num1 + num2;
        return result;
    }
    public static void main(String [] args)
    {
        System.out.print("Hello");
        System.out.print(" ");
        printWorld();
        System.out.print(", 1 + 2 = ");
        int a = addNums(1, 2);
        System.out.println(a);
    }
}
```

```
% java MethodJumping
Hello world, 1 + 2 = 3
```

Anatomy of a method

- **Goal:** helper method than can **draw a random integer between start and end** (inclusive)

"Everybody can call me"

"I promise to return a value of this type"

"I need to know these things to do my job"

```
public static int getRandomNum(int start, int end)
{
    return (int) (Math.random() *
                (end - start + 1)) + start;
}
```

"All done, end this method and return the result to whoever called me"

"The name I demand people use when they want my random goodness"

Terminology of a method

- **Goal:** helper method than can **draw a random integer between start and end** (inclusive)

access modifier return type parameters / arguments

```
public static int getRandomNum(int start, int end)
{
    return (int) (Math.random() *
                (end - start + 1)) + start;
}
```

return statement

method name

Naming convention: start lowercase, uppercase each new word

Method signature

- **Signature:** a method's name plus the number and type of its parameters
 - **Note:** does NOT include the return type!

method's signature

```
public static int getRandomNum(int start, int end)
{
    return (int) (Math.random() *
                (end - start + 1)) + start;
}
```

Calling our new method

- Use handy new method in DiceRolling
 - Add somewhere inside public class {}'s

```
public class DiceRolling
{
    public static int getRandomNum(int start, int end)
    {
        return (int) (Math.random() *
                    (end - start + 1)) + start;
    }

    public static void main(String [] args)
    {
        int rolls = 0;
        int sum = 0;
        int target = getRandomNum(2, 12);

        System.out.println("Rolling dice until I get " + target + ".");
        do
        {
            int dice1 = getRandomNum(1, 6);
            int dice2 = getRandomNum(1, 6);
            sum = dice1 + dice2;
            ...
        }
    }
}
```


Calling our new method

- **Alternative: put method in new class**
 - Allows us to create a class with a bunch of helper methods (just like `StdIn.java`, `StdDraw.java`)

```
public class RandomUtil
{
    // Return random integer in [start, end] inclusive
    public static int getRandomNum(int start, int end)
    {
        return (int) (Math.random() *
                     (end - start + 1)) + start;
    }

    // Return random integer in [0, end] inclusive
    public static int getRandomNum(int end)
    {
        return (int) (Math.random() * (end + 1));
    }
}
```

`getRandomInt()` is **overloaded**:
Two methods with same name, but different signatures (i.e. different number or types of parameters)

Using our new class

- Put RandomUtil.java in same directory
 - Methods qualified with RandomUtil. in front

```
public class DiceRolling
{
    public static void main(String [] args)
    {
        int rolls = 0;
        int sum = 0;
        int target = RandomUtil.getRandomNum(2, 12);

        System.out.println("Rolling dice until I get " + target + ".");
        do
        {
            int dice1 = RandomUtil.getRandomNum(1, 6);
            int dice2 = RandomUtil.getRandomNum(1, 6);
            sum = dice1 + dice2;
            System.out.println(dice1 + " + " + dice2 + " = " + sum);
            rolls++;
        }
        while (sum != target);
        System.out.println("It took " + rolls + " rolls.");
    }
}
```


A safer version

```
public static int getRandomNum(int start, int end)
{
    if (start < end)
        return (int) (Math.random() *
                    (end - start + 1)) + start;
    return (int) (Math.random() *
                (start - end + 1)) + end;
}
```

As soon as a
return is hit,
method done

```
while (true)
    System.out.print(RandomUtil.getRandomNum(3,1) + " ");
```

```
3 1 1 1 2 2 3 1 1 1 3 2 3 1 2 1 3 3 2 2 2 2 1 3 1 3 1 3 3 3 1 3
2 1 2 3 1 2 2 3 2 1 1 3 2 2 2 1 3 2 2 2 3 3 1 1 1 3 3 3 1 3 2 1
3 3 1 3 3 3 3 1 1 2 1 1 3 1 1 3 1 1 2 2 2 2 2 1 2 3 2 2 3 3 3 3
2 1 2 2 ...
```

Pass by value

- Java passes parameters by value (by copy)
 - Changes to primitive type parameters do not persist after method returns
 - Primitive types: int, double, char, long, boolean

```
public static int sum(int a, int b)
{
    int result = a + b;
    a = 0;
    b = 0;
    return result;
}
```

```
% java PassByVal
sum = 5
c = 2
d = 3
```

```
int c = 2;
int d = 3;
System.out.println("sum = " + sum(c, d));
System.out.println("c = " + c);
System.out.println("d = " + d);
```

Pass by value, puzzler #2

```
public static int sum(int c, int d)
{
    int result = c + d;
    c = 0;
    d = 0;
    return result;
}
```

```
int c = 2;
int d = 3;
System.out.println("sum = " + sum(c, d));
System.out.println("c = " + c);
System.out.println("d = " + c);
```

```
% java PassByVal
sum = 5
c = 2
d = 3
```

Variables c & d in main program are not the same as c & d in sum()!

Array parameters

- Arrays can be passed as arguments

```
public class AverageArray
{
    public static double average(int [] nums)
    {
        long total = 0;
        for (int i = 0; i < nums.length; i++)
            total += nums[i];
        return (double) total / (double) nums.length;
    }

    public static void main(String [] args)
    {
        int [] vals = new int[1000];
        for (int i = 0; i < vals.length; i++)
            vals[i] = RandomUtil.getRandomNum(1, 10);
        System.out.println("avg " + average(vals));
    }
}
```

```
% java AverageArray
avg 5.508
```

Quiz: variable scope

What lines are the following variables in scope?

nums 4-7

total 4-7

vals 12-15

i 5-6, 13-14

```
00 public class AverageArray
01 {
02     public static double average(int [] nums)
03     {
04         long total = 0;
05         for (int i = 0; i < nums.length; i++)
06             total += nums[i];
07         return (double) total / (double) nums.length;
08     }
09
10     public static void main(String [] args)
11     {
12         int [] vals = new int[1000];
13         for (int i = 0; i < vals.length; i++)
14             vals[i] = RandomUtil.getRandomNum(1, 10);
15         System.out.println("avg " + average(vals));
16     }
17 }
```


Quiz: variable scope

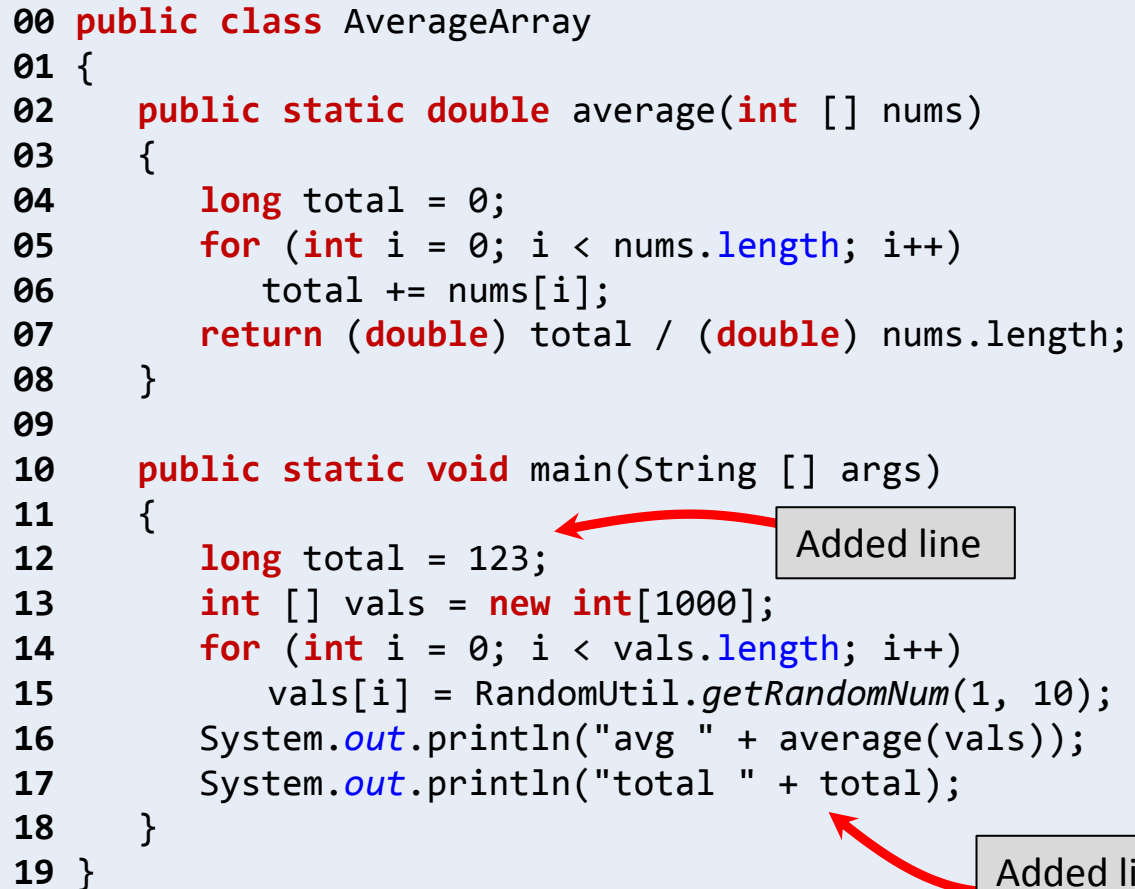
What is the value of total printed at the end of main()?

123

What if we remove line 4?

Compile error:
total cannot be resolved to a variable

```
00 public class AverageArray
01 {
02     public static double average(int [] nums)
03     {
04         long total = 0;
05         for (int i = 0; i < nums.length; i++)
06             total += nums[i];
07         return (double) total / (double) nums.length;
08     }
09
10     public static void main(String [] args)
11     {
12         long total = 123;
13         int [] vals = new int[1000];
14         for (int i = 0; i < vals.length; i++)
15             vals[i] = RandomUtil.getRandomNum(1, 10);
16         System.out.println("avg " + average(vals));
17         System.out.println("total " + total);
18     }
19 }
```



Quiz: variable scope

What if we remove
line 12?

Compile error:
total cannot be
resolved to a
variable

```
00 public class AverageArray
01 {
02     public static double average(int [] nums)
03     {
04         long total = 0;
05         for (int i = 0; i < nums.length; i++)
06             total += nums[i];
07         return (double) total / (double) nums.length;
08     }
09
10     public static void main(String [] args)
11     {
12         long total = 123;
13         int [] vals = new int[1000];
14         for (int i = 0; i < vals.length; i++)
15             vals[i] = RandomUtil.getRandomNum(1, 10);
16         System.out.println("avg " + average(vals));
17         System.out.println("total " + total);
18     }
19 }
```

Summary

- Static methods

- Helper functions

- Perform calculations
 - Output data
 - Consolidate similar code to one location

- Methods have:

- 0 or more input parameters
 - An (optional) return value

- We're already experts at using them

- `StdDraw.show(100)`, `StdIn.readInt()`, `Math.abs()`

- Now we can make our own methods!