Study Guide - Methods

Methods save time and reduces code complexity by re-using code

Simple Method

Declaration	***Example***

private void <method name> ()
{
… one or more statements ...
}
	private void DisplayScore()
	{
	textBlockScore.Text = “Score: “ + score;
	}

Call	***Example***
<method name> ();	DisplayScore();

Method Returning a Value

Declaration	***Example***

private <returning type> <method name> ()
{
… one or more statements …
return <variable>;
}
	private int CalculateScore()
	{
	int newScore = score + 10;
	return newScore;
	}

Call	***Example***
<returning value> <method name> ();	int specialScore = CalculateScore();

Method Declaration with one or more parameters

Declaration	***Example***

private <returning type> <method name> (
<parameter list>)
{
… one or more statements …
return <variable>;
}
	private int CalculateArea(int height, int width)
	{
	int area = height * width;
	return area;
	}

Call	***Example***
<returning value> <method name> (<argument list>);	int a = CalculateArea(2, 4);

Methods Names

- Use same rules for a variable name (a-z, 0-9, underscore, not start with number)
- Follow the ***PascalCase*** naming convention
    - Uppercase the first letter of each word