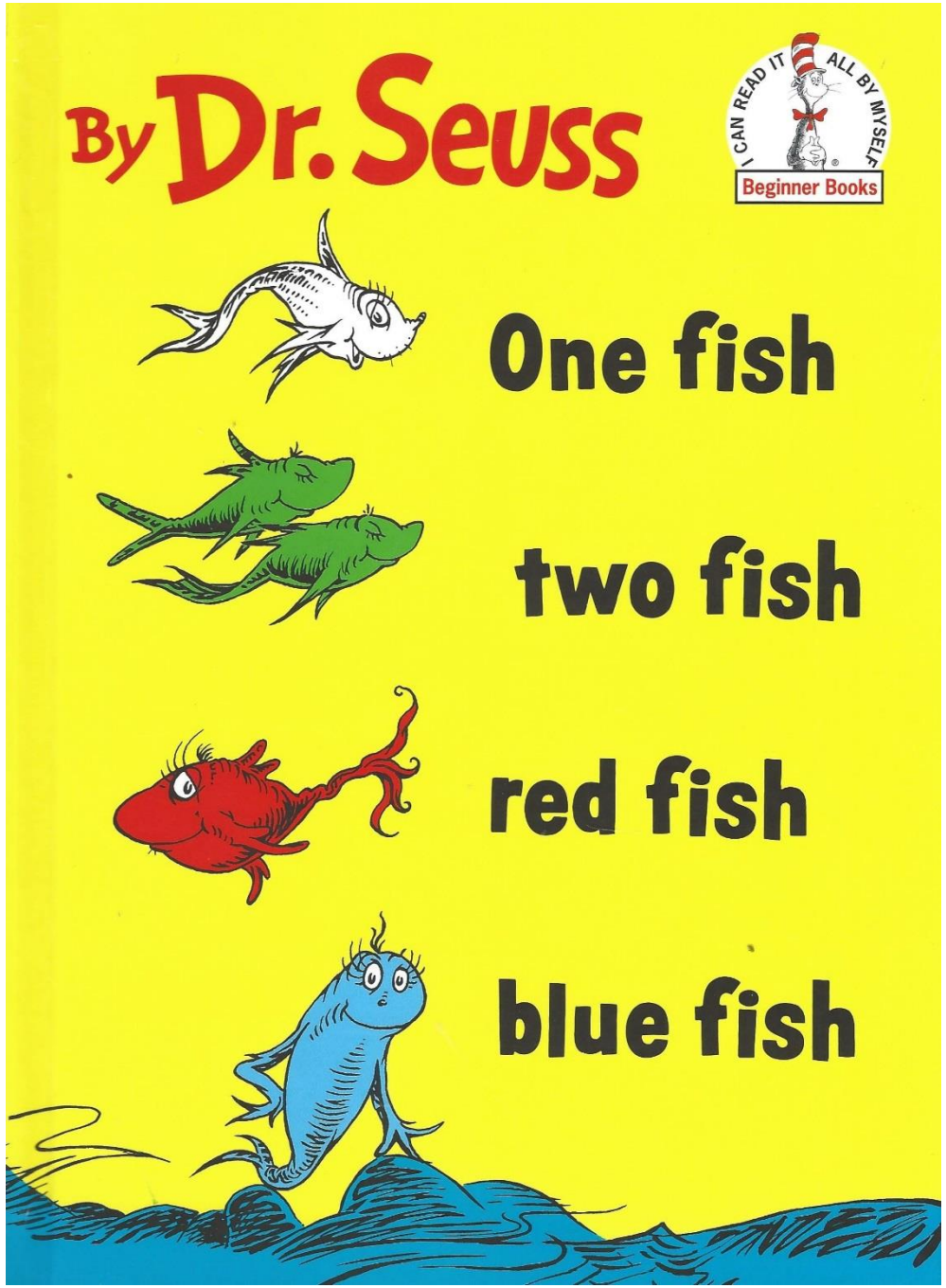
Void Methods

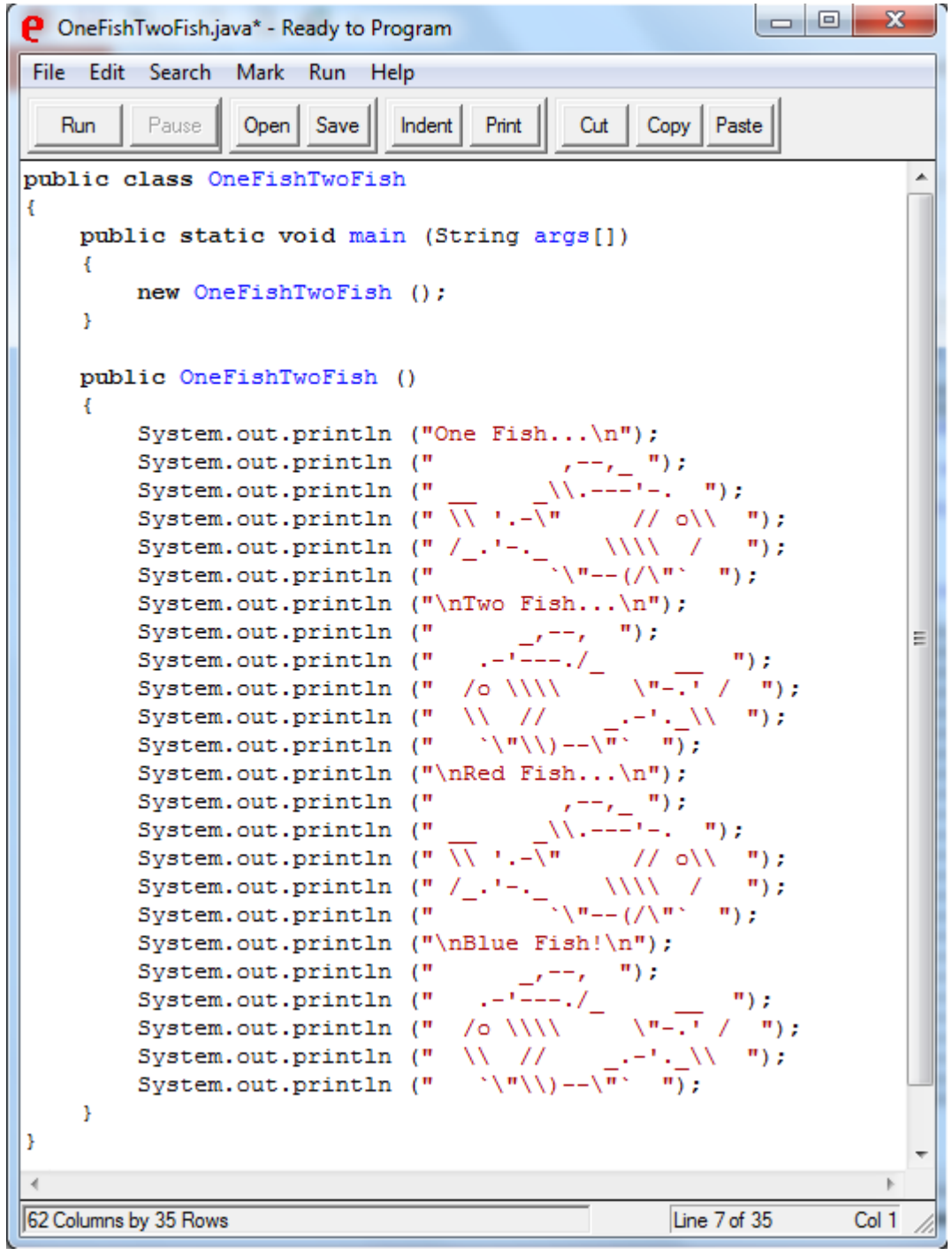
The basics….

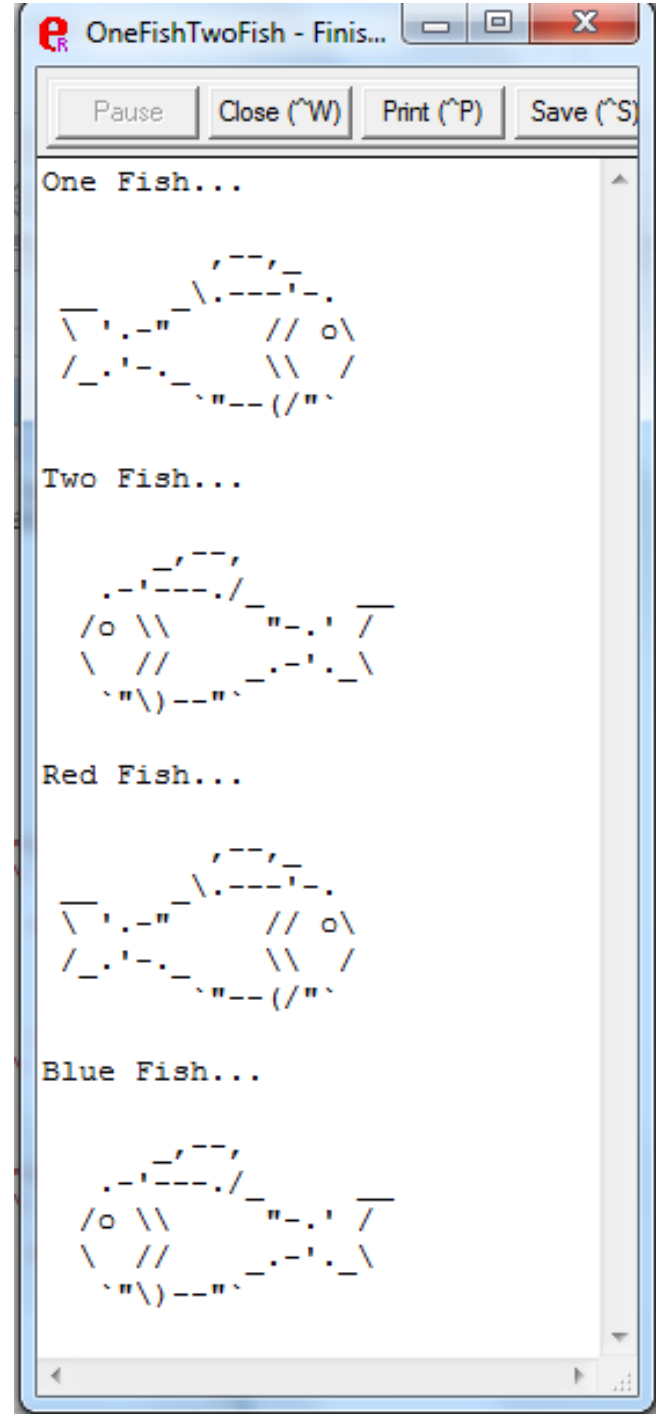


Suppose that you wanted to remake this book cover.

But I don't want to do that. It seems pointless.

Can't you just play along? It's Dr. Seuss.


OneFishTwoFish.java* - Ready to Program
File Edit Search Mark Run Help
Run Pause Open Save Indent Print Cut Copy Paste
public class OneFishTwoFish
{
public static void main (String args[])
{
new OneFishTwoFish ();
}
public OneFishTwoFish ()
{
System.out.println ("One Fish...\n");
System.out.println (" ,--,_ ");
System.out.println (" _\\.---'-. ");
System.out.println ("\\ '.-\" // o\\ ");
System.out.println ("/_.'-._ \\\\ / ");
System.out.println (" `\"--(/\"` ");
System.out.println ("\nTwo Fish...\n");
System.out.println (" _,--, ");
System.out.println (" .-'---./_ __ ");
System.out.println ("/o \\\\ \"-.' / ");
System.out.println ("\\ // _.-'._\\\\ ");
System.out.println (" `\"\\\\)--\"` ");
System.out.println ("\nRed Fish...\n");
System.out.println (" ,--,_ ");
System.out.println (" _\\.---'-. ");
System.out.println ("\\ '.-\" // o\\ ");
System.out.println ("/_.'-._ \\\\ / ");
System.out.println (" `\"--(/\"` ");
System.out.println ("\nBlue Fish!\n");
System.out.println (" _,--, ");
System.out.println (" .-'---./_ __ ");
System.out.println ("/o \\\\ \"-.' / ");
System.out.println ("\\ // _.-'._\\\\ ");
System.out.println (" `\"\\\\)--\"` ");
}
}
62 Columns by 35 Rows
Line 7 of 35
Col 1


OneFishTwoFish - Finis...
Pause
Close (^W)
Print (^P)
Save (^S)
One Fish...
,--,_
_\.---'-.
\ '.-" // o\
/_.'-._ \\ /
`"--(/"`
Two Fish...
_,--,
.-'---./_ __
/o \\ "-.' /
\ // _.-'._\
`"\)--"`
Red Fish...
,--,_
_\.---'-.
\ '.-" // o\
/_.'-._ \\ /
`"--(/"`
Blue Fish...
_,--,
.-'---./_ __
/o \\ "-.' /
\ // _.-'._\
`"\)--"`

```
public class OneFishTwoFish
{
    public static void main (String args[])
    {
        new OneFishTwoFish ();
    }

    public OneFishTwoFish ()
    {
        System.out.println ("One Fish...\n");
        System.out.println ("          ,--,_ ");
        System.out.println ("  __    _\\.---'-.  ");
        System.out.println (" \\ '.-\"      // o\\  ");
        System.out.println (" /_.'-._     \\\\\\  /  ");
        System.out.println ("         `\"--(/\"`  ");
        System.out.println ("\nTwo Fish...\n");
        System.out.println ("       _,--,  ");
        System.out.println ("   .-'---./_       __  ");
        System.out.println ("  /o \\\\\\     \"-.' /  ");
        System.out.println ("  \\\\  //    _.-'._\\\\  ");
        System.out.println ("   `\"\\\\)--\"`  ");
        System.out.println ("\nRed Fish...\n");
        System.out.println ("          ,--,_ ");
        System.out.println ("  __    _\\.---'-.  ");
        System.out.println (" \\ '.-\"      // o\\  ");
        System.out.println (" /_.'-._     \\\\\\  /  ");
        System.out.println ("         `\"--(/\"`  ");
        System.out.println ("\nBlue Fish!\n");
        System.out.println ("       _,--,  ");
        System.out.println ("   .-'---./_       __  ");
        System.out.println ("  /o \\\\\\     \"-.' /  ");
        System.out.println ("  \\\\  //    _.-'._\\\\  ");
        System.out.println ("   `\"\\\\)--\"`  ");
    }
}
```

These pictures are the same and they take up a lot of space.

Method Name

Start and End the method

```
public void leftFish ()
{
    System.out.println ("        _,--,   ");
    System.out.println ("    .-'---./_      __   ");
    System.out.println ("   /o \\\\      \"-.' /   ");
    System.out.println ("   \\  //     _.-'._\\   ");
    System.out.println ("    `\"\\)--\"`   ");
}
```

```
public void rightFish ()
{
    System.out.println ("          ,--,_ ");
    System.out.println ("  __    _\\.---'-.  ");
    System.out.println (" \\ '.-\"     // o\\  ");
    System.out.println (" /_.'-._    \\\\\  /   ");
    System.out.println ("         `\"--(/\"`  ");
}

public void leftFish ()
{
    System.out.println ("      _,--,  ");
    System.out.println ("   .-'---./_      __  ");
    System.out.println ("  /o \\\\\    \"-.' /  ");
    System.out.println ("  \\  //    _.-'._\\  ");
    System.out.println ("   `\"\\)--\"`  ");
}
```

```
public OneFishTwoFish ()
{
     System.out.println ("One Fish...\n");
     rightFish ();
     System.out.println ("\nTwo Fish...\n");
     leftFish ();
     System.out.println ("\nRed Fish...\n");
     rightFish ();
     System.out.println ("\nBlue Fish!\n");
     leftFish ();
}
```

OneFishTwoFish.java* - Ready to Program

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```
public class OneFishTwoFish
{
    public static void main (String args[])
    {
        new OneFishTwoFish ();
    }

    public OneFishTwoFish ()
    {
        System.out.println ("One Fish...\n");
        System.out.println ("         ,--,_ ");
        System.out.println (" __     _\\.---'-.  ");
        System.out.println (" \\ '.-\"     // o\\  ");
        System.out.println (" /_.'-._     \\\\  /   ");
        System.out.println ("        `\"--(/\"`  ");
        System.out.println ("\nTwo Fish...\n");
        System.out.println ("      _,--,  ");
        System.out.println ("   .-'---./_      __  ");
        System.out.println ("  /o \\\\     \"-.' /  ");
        System.out.println ("  \\  //    _.-'._\\  ");
        System.out.println ("   `\"\\\\)--\"`  ");
        System.out.println ("\nRed Fish...\n");
        System.out.println ("         ,--,_ ");
        System.out.println (" __     _\\.---'-.  ");
        System.out.println (" \\ '.-\"     // o\\  ");
        System.out.println (" /_.'-._     \\\\  /   ");
        System.out.println ("        `\"--(/\"`  ");
        System.out.println ("\nBlue Fish!\n");
        System.out.println ("      _,--,  ");
        System.out.println ("   .-'---./_      __  ");
        System.out.println ("  /o \\\\     \"-.' /  ");
        System.out.println ("  \\  //    _.-'._\\  ");
        System.out.println ("   `\"\\\\)--\"`  ");
    }
}
```

62 Columns by 35 Rows | Line 7 of 35 | Col 1

OneFishTwoFish.java* - Ready to Program

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```
public class OneFishTwoFish
{
    public static void main (String args[])
    {
        new OneFishTwoFish ();
    }

    public OneFishTwoFish ()
    {
        System.out.println ("One Fish...\n");
        rightFish ();
        System.out.println ("\nTwo Fish...\n");
        leftFish ();
        System.out.println ("\nRed Fish...\n");
        rightFish ();
        System.out.println ("\nBlue Fish!\n");
        leftFish ();
    }

    public void rightFish ()
    {
        System.out.println ("         ,--,_ ");
        System.out.println (" __     _\\.---'-.  ");
        System.out.println (" \\ '.-\"     // o\\  ");
        System.out.println (" /_.'-._     \\\\  /   ");
        System.out.println ("        `\"--(/\"`  ");
    }

    public void leftFish ()
    {
        System.out.println ("      _,--,  ");
        System.out.println ("   .-'---./_      __  ");
        System.out.println ("  /o \\\\     \"-.' /  ");
        System.out.println ("  \\  //    _.-'._\\  ");
        System.out.println ("   `\"\\\\)--\"`  ");
    }
}
```

62 Columns by 36 Rows | Line 7 of 37 | Col 1

Method

- aka: a subprogram, a function, a procedure.
- A set of code which is separate from the rest of the program.
- It has a name and can be called (invoked) at any point in a program simply by using the method's name.
- It can receive information when called (or not) and return a value (or not).
- It has a method signature (The first line: `public void name ()`) which defines the major functions of the method.
- It's code is enclosed in { }.

When are they used in the PDLC?

- In the design phase, the code is divided into methods. Method signatures are also written then.
- In the code phase, each method is assigned to a programmer.
- Methods allow hundreds of programmers to work together easily. They break a big program into little pieces which can call each other.