Civilization advances by extending the number of operations we can perform without thinking about them.

-Alfred North Whitehead

Defining a Method

```
visibility type nameOfMethod(parameters) {
    statements
}
```

- ***visibility:*** usually **`private`** or **`public`**
- ***type:*** type returned by method (e.g., **`int`**, **`boolean`**, *etc.*)
  - Can be **`void`** to indicate that nothing is returned
- ***parameters:*** information passed into method

An Example of a Method

```
private double feetToInches(double feet) {
   return 12 * feet;
}
```

Multiple **`return`** statements

```
private int max(int val1, int val2) {
  if (val1 > val2) {
     return (val1);
  } else {
     return (val2);
  }
}
```

Predicate Methods

```
private boolean isOdd(int x) {
   return ((x % 2) == 1);
}
```

Methods That Don’t Return Anything

```
private void printIntro() {
   println("Welcome to CS106A");
   println("It's the best part of my day.");
}
```

Returning objects

```
// (x, y) denotes center point of filled circle
private GOval filledCircle(double x,
                           double y,
                           double r) {
  GOval circle = new GOval(x-r, y-r, 2*r, 2*r);
  circle.setFilled(true);
  return circle;
}

private Glabel coloredLabal(String text,
                            Color color) {
  Glabel label = new Glabel(text);
  label.setColor(color);
  return label;
}
```