Java Sample Programs

Java Methods

```
# Program - 1

// Adding numbers by using Java Method

package javaMethods;

public class addingTwonumbers {

    public static void main(String[] args) {
        // TODO Auto-generated method stub

        int num1=70; int num2=30; int result;

        result = add(num1, num2); //Calling add method..

        System.out.println("Sum of two numbers is : " + result);

    } // End of main

    public static int add(int i, int j) {

        int sum = i + j;

        return sum;
    }

} End of class
```

Program – 2

```java
// Finding minimum and maximum value by using Java Methods
// Usage of methods defined in separate class

package javaMethods;

    class mathFunctions {

      public void min(int a, int b) {

            if (a < b) {
                  System.out.println("A is the smallest number");
            }
            else System.out.println("B is the smallest number");
      }

    public void max(int a, int b) {

            if (a > b) {
                  System.out.println("A is the Largest number");
            }
            else System.out.println("B is the Largest number");
      }
}

public class findingMinimum {

      public static void main(String[] args) {
            // TODO Auto-generated method stub

            mathFunctions obj = new mathFunctions();

            int a=30; int b=40;

            obj.min(a, b);
            obj.max(a, b);

      }

}
```

Program – 3 (math.java)

```java
// Usage of class from other Java program

package javaMethods;

public class math {

    public void min(int a, int b) {

            if (a < b) {
                    System.out.println(a + " is the smallest number");
            }
            else System.out.println(b + " is the smallest number");
        }

    public void max(int a, int b) {

            if (a > b) {
                    System.out.println(a + " is the Largest number");
            }
            else System.out.println(b + " is the Largest number");
        }
}
```

Program – 4

```java
// How to use the methods from math.java
// methods in math.java are used in the following program

package javaMethods;

public class findingMax {

        public static void main(String[] args) {
                // TODO Auto-generated method stub

                int i = 20;
                int j = 30;

                math obj = new math();
                obj.max(i, j);
                obj.min(i, j);
                obj.max(350,  250);

        } // End of main

}  // End of class
```

Program – 5

```java
// Method overloading example in Java

package javaMethods;

public class methodOverloading {

    public static void main(String[] args) {

        int a=30;
        int b=40;
        double x = 44.50;
        double y = 56.75;
        int result1 = add(a,b);

        double result2 = add(x,y);

        System.out.println("Sum of two integer values is : " + result1);
        System.out.println("Sum of two double values is : " + result2);

    } // End of main


// for Integer addition

    public static int add(int num1, int num2) {

        int sum = num1 + num2;
        return sum;
    }

// for Double addition

    public static double add(double num1, double num2) {

        double sum = num1 + num2;
        return sum;
    }

} // End of class
```