

LC1	Student Name	Section Day(s)	Section start time
Component Language Structures	Module LC1: Methods are the Madness		
Work commenced on:		Work wrapped up on:	
Module Overview: Methods are blocks of code that have a name and can be executed by other code simply by "calling" the method with that name and passing to it whatever input parameters its contract requires. Methods can return a value to the calling method, which can then be used for further calculations and manipulations.			
Learning objectives As you review each objective, pause to fill in any gaps in understanding you have			
Mastery?	Objective	Type	
	Call a method which returns no value and requires no parameters	Module	
	Call a method which requires input parameters	Module	
	Store the return value from a method call and use it in a useful way inside the calling method	Module	
	Extract the "method contract" from a given method signature, diagram that relationship, and implement a call to this method in Java	Module	
Hamburger Contents: Check 'em off! Assemble all of these items and slide them into this document folded <i>hamburger style</i> . Place on the right pocket of your folder, please.			
Got it?	Description		
	Describe what you coded for your mini-Project:		
	A hand-drawn or digital method flow diagram for each method in your mini-project's class		
	A printed AND HIGHLIGHTED copy of your module mini-project code. Print off the class that represents your learning the best, and was coded mostly by you		
	This hamburger, thoughtfully completed		

System diagramming

Draw a method flow diagram based on the following method signature. Include input types, name of the guts of the method's block, and output types

```
public static double caclulateSphereVolume(double radius)
```

The Heart of the Matter

1) Methods are not actual contracts—since actual contracts are written in English, mostly by over-paid lawyers. Why, though, is the idea of a contract useful for learning about how to thoughtfully design a method? Take your time! This is the culminating question for this module.