## Static and Clone

Sometimes, it is useful if we can access methods and properties in the context of a class rather than an object. To do this, you can use static keyword.

To add a static method to a class, you use the static keyword as follows:

```
public static function static_method(){
    // method implementation
}
```

You can put the static keyword before or after the method's visibility. However, by convention, the visibility is declared first.

To add a static property to a class, you also use the static keyword as the following syntax:

```
private static $static_property;
```

The static methods and static properties are not linked to any particular object of the class but the class itself.

To call a static method outside the class, you use the :: operator as follows:

```
1 MyClass::static_method();
```

To access a public static property outside the class, you also use the :: operator:

```
1 MyClass::$static_property;
```

However to access static methods and static properties from within an instance of the class, you use self instead of \$this as follows:

```
1 <?php
2 class MyClass{
3 private static $static_property;
4
5 public static function static_method(){
6  //...
7 }
8
9 public function method(){
10 self::$static_property;
11 self::static_method();
12 }
13 }</pre>
```

Developers, who a new to PHP object-oriented programming, are sometimes confused between self and \$this. Let's make the concepts clear.

# \$this and self

#### self vs. \$this

\$this	self
Represents an instance of the class or object	Represents a class
Always begin with dollar (\$) sign	Never begin with dollar(\$) sign
Is followed by the -> operator	Is followed by the :: operator
The property name after the -> operator does not take dollar (\$) sign, e.g., \$this->property.	The property name after the :: operator always take the dollar (\$) sign.

### When to use?

 PHP static methods are often used in utility classes of PHP frameworks. A utility class is a class that contains only static methods.

### Clone



