Instance & Class Members

- Accessor & Modifier methods are *instance methods* because they change the state of an object and must be called from an instance of a class (such as called from the Circle named spot)
- Class methods (declared with the keyword `static`) can be called from the class itself

Add this class method to the Circle class:	And call it from client code like this:
```/* * Displays the formula for the area of a * circle * pre: none * post: The formula for area of a circle * has been displayed */ public static void displayAreaFormula() { System.out.println("The formula for the area of a circle is a = pi*r*r"); }```	```public class TestCircle { public static void main(String[] args) { Circle spot = new Circle(5); System.out.println("Circle radius:" + spot.getRadius()); System.out.println("Circle area:" + spot.area()); Circle.displayAreaFormula(); } }```

Output:

Circle radius: 5.0
Circle area: 78.5
The formula for the area of a circle is a=Pi*r*r

Programming Exercise:

a) Modify the Circle class to include a class method named `displayAreaFormula`, as shown in the previous section. Modify existing client code to test the new method

b) Modify the Rectangle class to include a class method named `displayAreaFormula`. Modify existing client code to test the new method.

Do not submit your code for either part a or part b just yet.