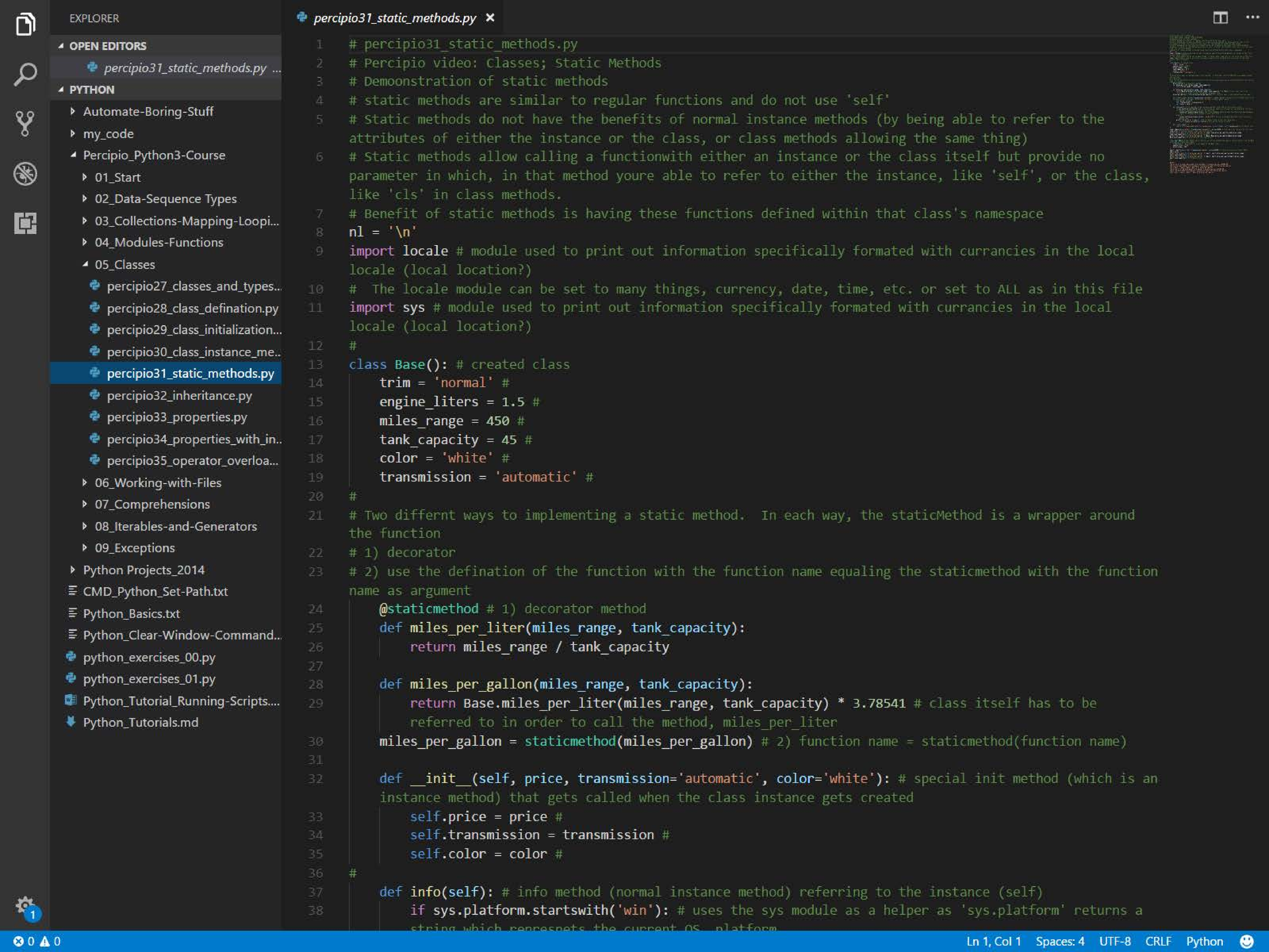
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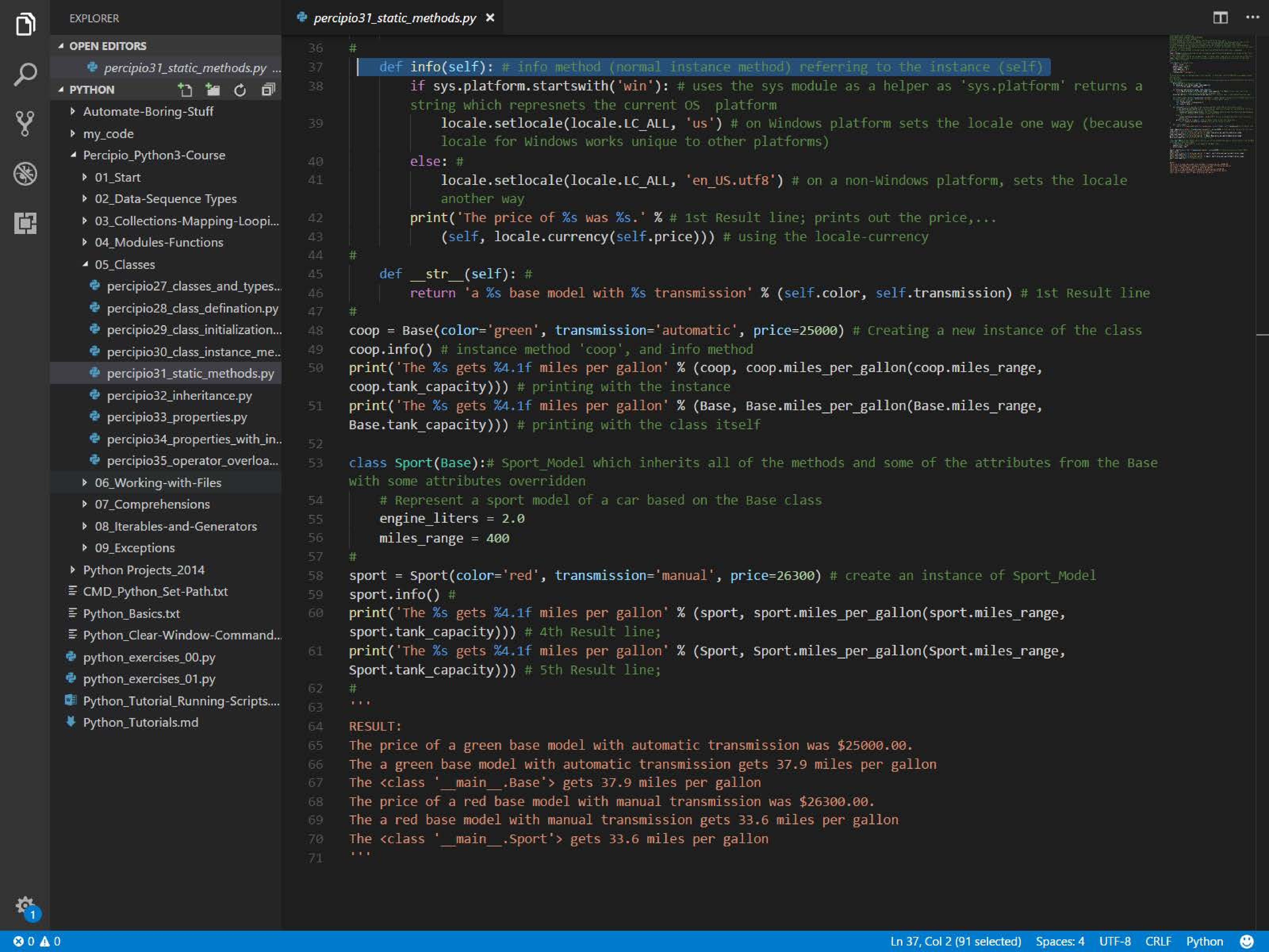
Python

```python
# percipio31_static_methods.py
# Percipio video: Classes; Static Methods
# Demoonstration of static methods
# static methods are similar to regular functions and do not use 'self'
# Static methods do not have the benefits of normal instance methods (by being able to refer to the attributes of either the instance or the class, or class methods allowing the same thing)
# Static methods allow calling a functionwith either an instance or the class itself but provide no parameter in which, in that method youre able to refer to either the instance, like 'self', or the class, like 'cls' in class methods.
# Benefit of static methods is having these functions defined within that class's namespace
nl = '\n'
import locale # module used to print out information specifically formated with currancies in the local locale (local location?)
#  The locale module can be set to many things, currency, date, time, etc. or set to ALL as in this file
import sys # module used to print out information specifically formated with currancies in the local locale (local location?)
#
class Base(): # created class
    trim = 'normal' #
    engine_liters = 1.5 #
    miles_range = 450 #
    tank_capacity = 45 #
    color = 'white' #
    transmission = 'automatic' #
#
# Two differnt ways to implementing a static method.  In each way, the staticMethod is a wrapper around the function
# 1) decorator
# 2) use the defination of the function with the function name equaling the staticmethod with the function name as argument
    @staticmethod # 1) decorator method
    def miles_per_liter(miles_range, tank_capacity):
        return miles_range / tank_capacity

    def miles_per_gallon(miles_range, tank_capacity):
        return Base.miles_per_liter(miles_range, tank_capacity) * 3.78541 # class itself has to be referred to in order to call the method, miles_per_liter
    miles_per_gallon = staticmethod(miles_per_gallon) # 2) function name = staticmethod(function name)

    def __init__(self, price, transmission='automatic', color='white'): # special init method (which is an instance method) that gets called when the class instance gets created
        self.price = price #
        self.transmission = transmission #
        self.color = color #
#
    def info(self): # info method (normal instance method) referring to the instance (self)
        if sys.platform.startswith('win'): # uses the sys module as a helper as 'sys.platform' returns a string which represnets the current OS, platform
```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Python

```python
#
    def info(self): # info method (normal instance method) referring to the instance (self)
        if sys.platform.startswith('win'): # uses the sys module as a helper as 'sys.platform' returns a string which represnets the current OS  platform
            locale.setlocale(locale.LC_ALL, 'us') # on Windows platform sets the locale one way (because locale for Windows works unique to other platforms)
        else: #
            locale.setlocale(locale.LC_ALL, 'en_US.utf8') # on a non-Windows platform, sets the locale another way
        print('The price of %s was %s.' % # 1st Result line; prints out the price,...
            (self, locale.currency(self.price))) # using the locale-currency
#
    def __str__(self): #
        return 'a %s base model with %s transmission' % (self.color, self.transmission) # 1st Result line
#
coop = Base(color='green', transmission='automatic', price=25000) # Creating a new instance of the class
coop.info() # instance method 'coop', and info method
print('The %s gets %4.1f miles per gallon' % (coop, coop.miles_per_gallon(coop.miles_range, coop.tank_capacity))) # printing with the instance
print('The %s gets %4.1f miles per gallon' % (Base, Base.miles_per_gallon(Base.miles_range, Base.tank_capacity))) # printing with the class itself

class Sport(Base):# Sport_Model which inherits all of the methods and some of the attributes from the Base with some attributes overridden
    # Represent a sport model of a car based on the Base class
    engine_liters = 2.0
    miles_range = 400
#
sport = Sport(color='red', transmission='manual', price=26300) # create an instance of Sport_Model
sport.info() #
print('The %s gets %4.1f miles per gallon' % (sport, sport.miles_per_gallon(sport.miles_range, sport.tank_capacity))) # 4th Result line;
print('The %s gets %4.1f miles per gallon' % (Sport, Sport.miles_per_gallon(Sport.miles_range, Sport.tank_capacity))) # 5th Result line;
#
'''

RESULT:
The price of a green base model with automatic transmission was $25000.00.
The a green base model with automatic transmission gets 37.9 miles per gallon
The <class '__main__.Base'> gets 37.9 miles per gallon
The price of a red base model with manual transmission was $26300.00.
The a red base model with manual transmission gets 33.6 miles per gallon
The <class '__main__.Sport'> gets 33.6 miles per gallon
'''
```