

# Using static keyword

<https://csci-1301.github.io/about#authors>

March 1, 2022 (03:10:43 PM)

## Contents

<b>1</b>	<b>Static classes</b>	<b>1</b>
1.1	Static Calculator . . . . .	2
<b>2</b>	<b>Static members in a non-static class</b>	<b>2</b>

## 1 Static classes

One use case for static classes is creating utility classes (or “helper classes”) that contain related and frequently-used methods; making those methods easily callable anywhere in the program. Some examples of static classes in C# are the `Math` and `Console` classes.

Pay attention to how these classes are used:

- A `Console` object is never instantiated before use
- The `WriteLine` method is called referring to the *name of the class* (not an object identifier)

```
using System;

class Program {
    static void Main() {
        Console.WriteLine("calling a static method");
    }
}
```

Using your IDE, check what happens if you do the following:

```
using System;

class Program {
    static void Main() {
        Console test = new Console();
    }
}
```

Indeed, it is *not possible* to instantiate an object when a class is declared `static`. Further, if a class is declared static, all its members (attributes, methods, constructors, etc.) must also be declared `static`.

## 1.1 Static Calculator

In your IDE create a new project. Then add a new class file called Calculator.cs

In Calculator.cs:

1. Declare a **static** class and name it **Calculator**.
2. Add 5 **public** methods to the **Calculator** class. Each method takes 2 arguments **x** and **y** of type **double**:
  - a) Add method that returns the result of **x + y**.
  - b) Subtract method that returns the result of **x - y**.
  - c) Multiply method that returns the result of **x \* y**.
  - d) Divide method that returns the result of **x / y**.
  - e) Modulo method that returns the result of **x % y**.

After implementing **Calculator**,

1. Open the file that contains the program's **Main** method
2. Paste the following code inside **Main** method:

```
double x = 10d, y = 2d;

Console.WriteLine($"{x} + {y} = {Calculator.Add(x, y)}");
Console.WriteLine($"{x} - {y} = {Calculator.Subtract(x, y)}");
Console.WriteLine($"{x} * {y} = {Calculator.Multiply(x, y)}");
Console.WriteLine($"{x} / {y} = {Calculator.Divide(x, y)}");
Console.WriteLine($"{x} % {y} = {Calculator.Modulo(x, y)}");
```

Again, notice how

- no instance of **Calculator** is created before use, and
  - each **Calculator** method is called referring to the *name of the class*.
3. Execute the program
    - If your implementation of **Calculator** class matches the instructions, you will see meaningful output after executing the program.
    - Otherwise review the instructions again and retrace your implementation steps to resolve any issues.

## 2 Static members in a non-static class

A non-static class can contain both static and non-static class members.

Study the following program implementation but *\*do not\** execute it. After reading through the implementation, answer the questions below.

Student.cs

```
using System;

class Student {

    private int id;
    private string name;
    private static string universityName = "Augusta University";
```

```

private static int studentCount;

public Student(int id, string name){
    this.id = id;
    this.name = name;
    studentCount++;
}

public static void DisplayStudentCount(){
    // does this work? uncomment to check
    // Console.WriteLine(name);

    Console.WriteLine($"Number of students: {studentCount}");
}

public override string ToString(){
    return $"id: {id}\n"+
           $"name: {name}\n"+
           $"university: {universityName}";
}
}

```

Program.cs

```

using System;

class Program {

    static void Main() {

        Student alice = new Student(1111, "Alice");
        Console.WriteLine(alice);

        Student.DisplayStudentCount(); // first time

        Student bob = new Student(1112, "Bob");
        Console.WriteLine(bob);

        Student.DisplayStudentCount(); // second time
    }
}

```

1. How many non-static attributes does the **Student** class have?
2. How many static attributes does the **Student** class have?
3. How many non-static methods does the **Student** class have?
4. How many static methods does the **Student** class have?
5. What is the output of each of the following lines in “Program.cs”:
  - a) `Console.WriteLine(alice);`
  - b) `Student.DisplayStudentCount(); // first time`
  - c) `Console.WriteLine(bob);`
  - d) `Student.DisplayStudentCount(); // second time`
6. If the `studentCount` attribute was *\*not\** **static**, what would be the output of:

- a) `Student.DisplayStudentCount(); // first time`
- b) `Student.DisplayStudentCount(); // second time`

7. When a class contains both static and non-static members, is it possible to refer to non-static members inside a static method? For example, if we try to refer to the `name` attribute inside `DisplayStudentCount`, will it work? Why or why not?

Check your answers by creating a matching program in your IDE and executing it.

To check the last question, in `Student.cs`, uncomment the following line and verify its behavior matches your answer:

```
// Console.WriteLine(name);
```