Static vs. Instance Methods

Static vs. Instance Methods



Static Methods

Static methods are declared using a static modifier.

Static methods can't access instance methods and instant variables directly.

They're usually used for operations that don't require any data from an instance of the class (from **'this**').

If you remember, the this keyword is the current instance of a class.



Static Methods

Inside a static method, we can't use the **this** keyword.

Whenever you see a method that doesn't use instance variables, that method should probably be declared as a static method.

For example, main is a static method and it's called by the Java virtual machine when it starts the Java application.



Static Methods Example

```
class Calculator {
                                                        static methods are called as
                                                        ClassName.methodName(); or
    public static void printSum(int a, int b) {
                                                        methodName(); only if in the same class
        System.out.println("sum= " + (a + b));
                                                        In this example
public class Main {
                                                        Calculator.printSum(5,10);
                                                        printHello();
    public static void main(String[] args) {
        Calculator.printSum(5, 10);
        printHello(); // shorter from of Main.printHello();
    public static void printHello() {
        System.out.println("Hello");
```



Instance Methods

Instance methods belong to an instance of a class.

To use an instance method, we have to instantiate the class first, usually by using the **new** keyword.

Instance Methods

Instance methods can access instance methods and instance variables directly.

Instance methods can also access static methods and static variables directly.



Instance Method Example

```
class Dog {
    public void bark() {
        System.out.println("woof");
public class Main {
    public static void main(String[] args) {
        Dog rex = new Dog();
                                                // create instance
        rex.bark();
                                               // call instance method
```

Static or Instance Method



