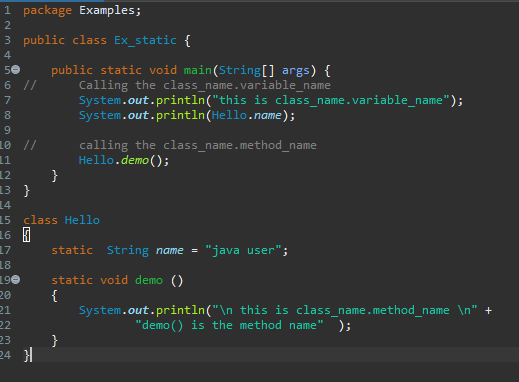
**Static and non-static**

**Static**

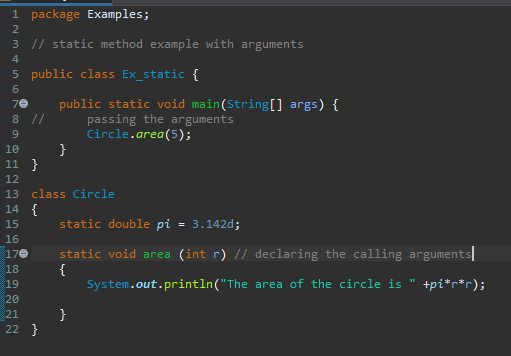
* Any member with is declared with the keyword static is called as static member of the class.
* Static is always associated with class.
* Static is always single copy.
* All the static member are stored in static pool area.
* Whenever we want to access from static from static we use

Class\_name.method\_name or Class\_name.variable\_name

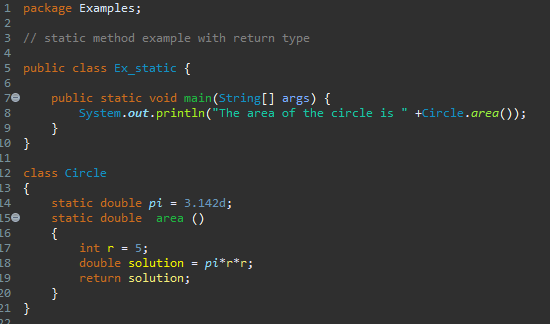
Example



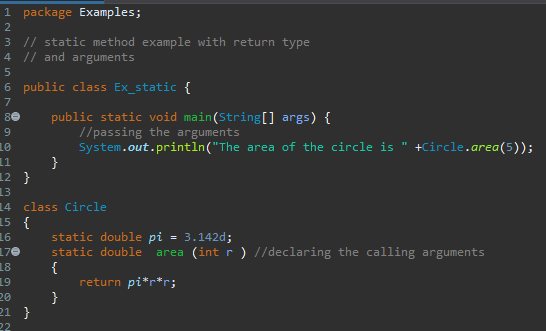
Static with arguments



Static with return type



Static with return type and arguments



**Non-static**

* Any memberwithout the keyword static is called as non-static member of class.
* Non-static is associated with object.
* Non-static is always multiple copies.
* Non-static is members are stored in heap memory.
* Whenever we want to access from non-static to static we use

Object.method\_name / object.variable\_name

Or

Reference\_variable.method\_name / Reference\_variable.variable \_name

Syntax for creating object

New class\_name

new is an operator class\_name is a constructor

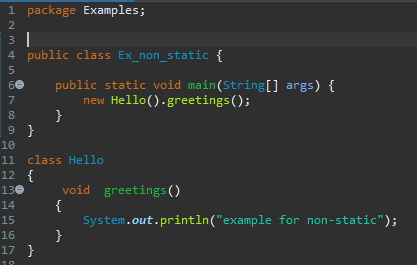
Object

it will create a random which is used to initialize all the

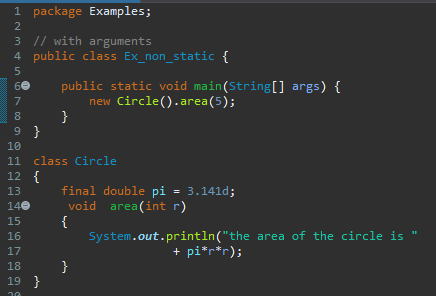
memory space in the non-static member into the

heap memory heap memory

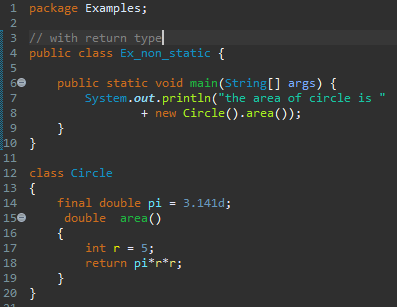
Example



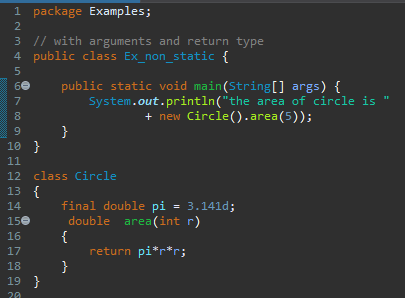
With arguments

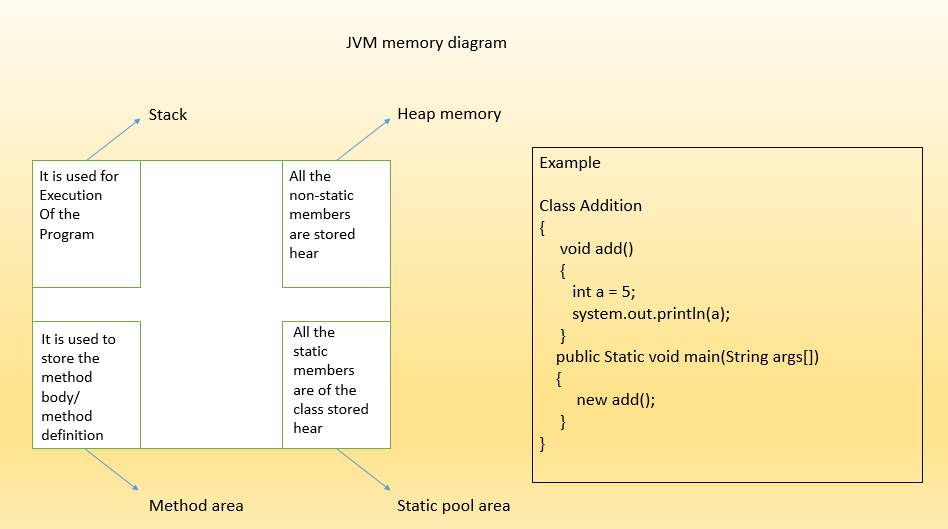


With return type



Return type with arguments





Practice programs

1. Addition, subtraction, multiplication, division of 2 number using static and non-static.
2. Find square of a number using static and non-static.
3. Area of triangle using static and non-static.