Rules for "static" methods www.smartprogramming.in

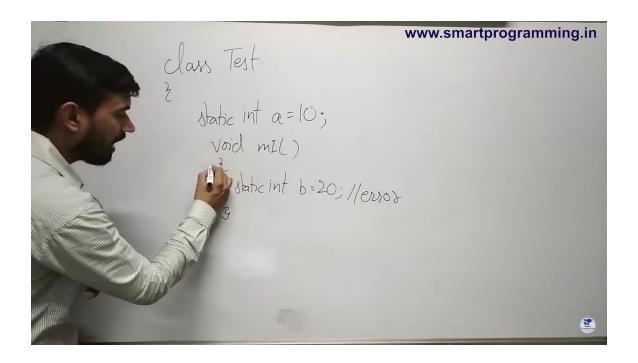
- 1. "static" methods belongs to the class, not to the object.
- 2. A "static" method can be accessed directly by class name and does'nt need any object.
- 3. A "static" method can access only static data. It cannot access non-static data (instance data).
- 4. A "static" method can call only other static methods and cannot call a non-static method.
- 5. A "static" method cannot refer to "this" or "super" keyword in anyway.



Static variable are used for Memory managment

Only class level instance variable will be static

local variable can't be static.



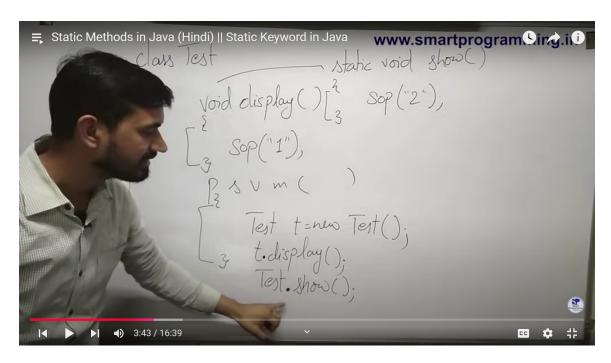
Static variable belong to class not object, so we can access it using class.

No need of making Object.

```
class Test
{
    static int a=10;
}
class Demo
{
    public static void main(String[] args)
    {
        System.out.println(Test.pa);
}
```

Static method belong to class ,not to object

we can directly class using class name.



Without Class name but within the class.

```
class Test
{
    static void display()
    {
        System.out.println("1");
    }
    public static void main(String[] args)
    {
        display();
    }
}
```

```
class Test
{
    static void display()
    {
        System.out.println("1");
    }
    public static void main(String[] args)
    {
        TestI.display();
    }
}
```

```
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         static void display()
  3
  4
  5
             System.out.println("1");
  6
         }
         public static void main(String[] args)
  7
  8 🖻
  9
             display();
 10
             Xyz.show();
 11
         }
 12
    1}
 13 class Xyz
 14 ₽{
 15
         static void show()
 16
         {
                                                   For more updates
                                                                 Press the
 17
             System.out.println("2");
                                                                 "Bell Icon"
 18
         }
                                                    Subscribe
 19 }
                                                    Our Channel
                                  length: 228 lines: 19
                                            Ln:10 Col:13 Sel:0|0
```



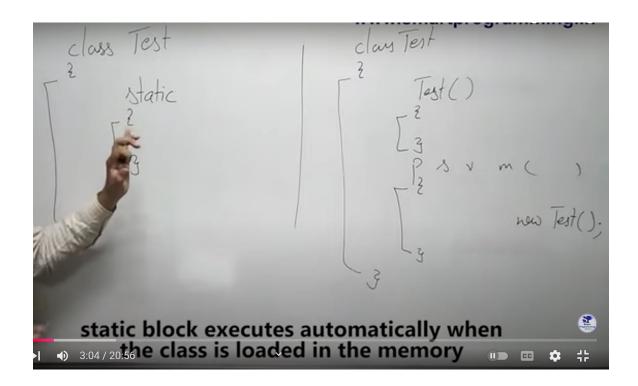
```
Class StaticDemo

int i=10;
static void display()

System.out.println(this.i);

A static method cannot refer to "this" or "super" keyword in anyways
```

Static Block



Without main method we can execute static block method (1.6 ν)

We can also create multiple static block in same class.

We use **static method** for which , if we want some method which **can execute at class loading** ,ex-native method

class Test

Static

Systemout. point("/bl/o");