### DAILY ASSESSMENT FORMAT(DAY 5)

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| **Date:** | **06 Jun 2020** | **Name:** | **Bhuvanesh M** |
| **Course:** | **java** | **USN:** | **4AL16EC015** |
| **Topic:** | **Static (and final)** | **Semester & Section:** | **8-A** |
| **Github Repository:** | **Bhuvan** |  |  |

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| **FORENOON SESSION DETAILS** |
| **Image of session**    **REPORT**  A tutorial on the static keyword in Java. The first part of the tutorial covers the basic meaning of static; after that we look at what you can do with static, including counting objects, assigning IDs to objects automatically, and defining constants that are associated with your class.  **CODE**  **class** **Thing** **{**  **public** **final** **static** **int** LUCKY\_NUMBER **=** 7**;**    **public** String name**;**  **public** **static** String description**;**    **public** **static** **int** count **=** 0**;**    **public** **int** id**;**    **public** **Thing()** **{**    id **=** count**;**    count**++;**  **}**    **public** **void** **showName()** **{**  System**.**out**.**println**(**"Object id: " **+** id **+** ", " **+** description **+** ": " **+** name**);**  **}**    **public** **static** **void** **showInfo()** **{**  System**.**out**.**println**(**description**);**  *// Won't work: System.out.println(name);*  **}**  **}**  **public** **class** **App** **{**  **public** **static** **void** **main(**String**[]** args**)** **{**    Thing**.**description **=** "I am a thing"**;**    Thing**.**showInfo**();**    System**.**out**.**println**(**"Before creating objects, count is: " **+** Thing**.**count**);**    Thing thing1 **=** **new** Thing**();**  Thing thing2 **=** **new** Thing**();**    System**.**out**.**println**(**"After creating objects, count is: " **+** Thing**.**count**);**    thing1**.**name **=** "Bob"**;**  thing2**.**name **=** "Sue"**;**    thing1**.**showName**();**  thing2**.**showName**();**    System**.**out**.**println**(**Math**.**PI**);**    System**.**out**.**println**(**Thing**.**LUCKY\_NUMBER**);**  **}**  **}**    I am a thing  Before creating objects, count is: 0  After creating objects, count is: 2  Object id: 0, I am a thing: Bob  Object id: 1, I am a thing: Sue  3.141592653589793  7 |