

Féidearthachtaí as Cuimse
Infinite Possibilities



Static in Java

Object Oriented programming

“static” keyword : for attributes

- In Java, the static keyword is used to **define class-level members** (variables, methods, or blocks) that **belong to the class itself** rather than to any specific instance of the class
- Static attributes .. Data stored in static variables **is common for all the objects** (or instances) of that Class.
- Examples: pi, currentStudentNumber etc.
 - Refer to them using the class ref
 - E.g. Circle.pi

```
class Student {  
  
    int studentNumber;  
  
    static int studentCount = 100; // Shared across all instances  
  
    public Student() {  
  
        // .. What code do I need here to make the allocated student  
           numbers be 100,101,102,203...e tc  
  
    }  
  
}
```

Increments every time a new Student is created } }

```
class Student {  
  
    int studentNumber;  
  
    static int studentCount = 100; // Shared across all instances  
  
    public Student() {  
  
        studentNumber = studentCount;  
        studentCount++;           // increment  
  
    }  
}
```

“static” keyword : for methods

- Remember - In Java, the static keyword is used to **define class-level members** (variables, methods, or blocks) that **belong to the class itself** rather than to any specific instance of the class
- Static methods can be used when a method does not use any object (instance information)
 - “Does it make sense to call this method, even if no object has been constructed yet or exists?” If so, make it static”

“static” keyword : for methods

- E.g `main` method
 - We haven't been instantiating the control class it is in...
- Utility methods
 - E.g. a `Sports` class with method to convert kilometres to miles