## 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

So 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



