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Types of methods:

- i) Instance method
- ii) class method
- iii) Static method

→ Instance method:-

it is a regular method like what we use.

Ex: Class Demo:

```
def m1(self):  
    print("I'm a instance method")
```

o = Demo()

[there is no need of creation of object as there is no instance variable]

Object creation is mandatory if we have instance variable.

Class Method:-

Class Demo:

```
a = 10 # class variable  
@class method  
def m1(self): # class method  
    print(Demo.a)
```

o/p: 10

Demo.m1()

Between class & method, if a variable is defined it is

known as class ~~variable~~ method.

Static Method:-

Class Demo:

```
@staticmethod  
def m1():
```

```
print("I'm a static method")
```

```
Demo.mil()
```

O/p:- I'm a static method.

If we don't have instance variable then we can use Static

In @static method @staticmethod is not necessary but in classmethod @classmethod is necessary.

Ex:- Class Demo:

```
def mil(self):
```

```
    print("I'm instance method")
```

```
Demo.mil()
```

O/p:- Error

Ex-2: class Demo():
 @staticmethod
 def mil():

```
        print("I'm static method")
```

```
Demo.mil()
```

O/p:- I'm static method.

To represent in coding we use decorator.

Ex-3:- class Demo:

```
a=10
@staticmethod
def mil():
    print(Demo.a)
```

Demo.mil()

O/p:- 10

Ex-4:- class Demo:

```
a=10
@classmethod
def mil(self):
    print(Demo.a)
```

Demo.mil()

O/p:- 10

In classmethod self is mandatory.

Ex-5:- class Demo:

```
def mil(self):
    self.a=10 #instance variable
def display(self):
    print(self.a)
```

o=Demo()

o.mil()

o.display()

O/p:- 10

Ex-6:- class Demo:

class-variable=20

def m1(self):

self.a=10 #instance variable

def display(self):

print(self.a)

@classmethod

def dis(self):

print(Demo.class-variable)

o=Demo()

o.m1()

o.display()

Demo.dis()

O/p:- 10
20

Let continue above program as

@staticmethod

def m2():

print("I'm static method")

o=Demo()

o.m1()

o.display()

Demo.dis()

Demo.m2()

O/p:- 10
20

I'm static method.