

# Java Objects Part 2 Notes

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## 1 constants

- Can be done using *static* keyword
- Allows variables and methods to be expoused without instantiation

```
1 public class PezDispenser {
2     public static final int MAX_PEZ = 12; // <- 1. static declared
3     here :)
4     ...
5 }
```

Listing 1: lesson\_1/PezDispenser.java

```
1 import java.io.Console;
2
3 public class Example {
4     public static void main(String[] args) {
5         ...
6         System.out.printf("FUN FACT: There are %d PEZ allowed in
7 every dispenser\n", PezDispenser.MAX_PEZ); // 2. <- And is used
8 here :)
9         ...
10    }
```

Listing 2: lesson\_1/Example.java

### Notes:

- Files can be compiled and displayed by typing *javac Example.java* && *java Example* in terminal