The Static-keyword is referred to what you call a non-access modifier. It originates from the same family as the final, abstract, and synchronized modifiers. Static is most famously used in the main method, which by default makes all programs run out of a Static state.

Static can be a powerful tool because it initially can make some things seem easier.

Instead of creating a new object of a class, and then calling a method, using said object, one can do this using Static, far quicker.

|  |  |
| --- | --- |
| Using a non-static approach | Using a static approach |
| User newUser = new User();  newUser.makePurchase(); | User.makePurchase(); |

However, there are many disadvantages of using Static. Because Static belongs to the class, and not the instance of the class, one cannot achieve polymorphism. There is an array of other reasons that using the Static keyword should generally be avoided if possible, but this is the main one.

As a rule, a static method cannot call upon a non-static method, and vice versa.

A static block can be initialized, only using the Static keyword. This method will only be run once, and additionally this will occur before everything else in the program, including the main method (which is also Static).