Assignment 7: Code output

In the below code snippet tell the correct output and explain the concept of static.

class SavingsAccount {

public double currBalance;

public static double currInterestRate = 0.04;

public SavingsAccount( double balance){currBalance = balance;}

public static SetInterestRate(double newRate){ currInterestRate = newRate;}

public static double GetInterestRate(){ return currInterestRate;}

public void SetInterestRateObj(double newRate){ currInterestRate = newRate;}

public double GetInterestRateObj() { return currInterestRate;}

static void Main( string [] args)

{

SavingsAccount s1 = new SavingsAccount (50);

SavingsAccount s2 = new SavingsAccount (100);

Console .WriteLine( "Interest Rate is: {0}" ,

s1.GetInterestRateObj());

s2.SetInterestRateObj(0.08);

Console .WriteLine( "Interest Rate is: {0}" ,

s1.GetInterestRateObj());

SavingsAccount s3 = new SavingsAccount (10000.75);

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Console .WriteLine( "Interest Rate is: {0}" , SavingsAccount .

GetInterestRate );

}

}

a) 0.04,0.04,0.08

b) 0.04,0.08,0.04

c) 0.04,0.08,0.08

d) None of above

**Comments: Answer of above is (c) i.e. 0.04, 0.08, 0.08.**

Whenever a variable is declared as static, its value remains constant for all the object instances. If its value is modified by one object instance and another object instance refers this static variable, then this second object instance will also hold the modified value instead of the original value.

So to invoke a static member, we use class name directly instead of object instance.