

Static keyword is used for presenting meta data, metadata means data about data. So basically, they are useful for representing the information of a class. So static members are useful for presenting information or data related to a class.

If we have only data related to a class, then we can just use static variables.

If that data needs some processing and if we have to do some computations, then we can go further make it as a static method. And if we have a lot of data and that can be grouped together and made as a nested class.

STATIC MEMBERS ARE SHARED BY ALL THE OBJECTS OF A CLASS.

I have a class called HondaCity, it's a car model from Honda company. Now inside this program I have static long price, price is a value of class, the data of a class.

But how?

Suppose Rahul bought a Honda city car and Ram also bought a Honda City car, for both of them the price is same. So that price is not the price of an object. It's a price of a car. So, it's a metadata of Honda city. That's why it was declared as static

```
class HondaCity
{
    static long price = 10;
    // non static members
    int a, b;
    static double OnRoadPrice(String city)
    {
        switch (city)
        {
            case "Delhi":
                return price + price * 0.1;
            case "Mumbai":
                return price + price * 0.09;
        }
    }
}
```

## Class Test

```
{  
p.s.v main () {  
// Object of HondaCity  
    HondaCity h1 = new HondaCity();  
    HondaCity h2 = new HondaCity();  
}  
}
```

- Static members can also be used as a share of the data between all the objects of the class. If one object writes something in that static variable, other objects, all objects can read that value. So, all the objects can use it as shared data.
- Static members can be access just using class name, we don't have to use the object.  
sout(HondaCity.price);

Even if we don't create these objects [HondaCity h1 = new HondaCity(); HondaCity h2 = new HondaCity();] also we can call HondaCity.price and we can get the price. The idea is here that if we want to know the price of a particular car, Do you have to but it? No just without buying also we can know the price of a car. I will go to a car showroom ask what's the price? So, I'm asking the information about the CLASS of that particular car. So, they will tell me the price, That's the reason we say Static member are the members of the class, they exist even if we don't create any object. No object is created still they exist.

- Remember the static members of a class are created inside method area. They are available once the class is loaded.
- Static method can access only static member, they cannot access non static (int a, b) members.