

Using the *static* Keyword



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The *static* Keyword

```
Program.main(new String[] {});
```

```
public class Program {  
    public static void main(String[] args) {  
        System.out.println("Hello, world!");  
    }  
}
```



Static Members

```
public class Alarm {  
    protected boolean active;  
  
    public static String getDocumentation() {  
        return "Use turnOn() to activate.";  
    }  
  
    public void turnOn() {  
        active = true;  
    }  
}
```

Alarm.getDocumentation();



Public static fields are global variables in disguise.



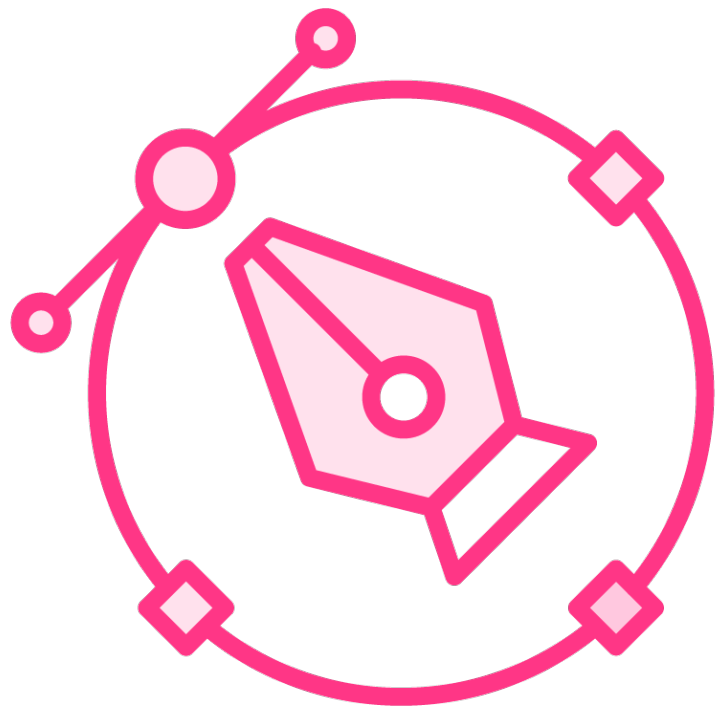
Use static members sparingly.



Static members encourage you to create more static members... including global variables.



One Last Design Guideline



Don't overuse *static*

- Lots of static members lead to procedural code



Up Next:

Wrapping up This Training

