

Static and Non-static Methods

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Static Method

- Class method
- Belongs to the class itself
- Do not need an instance to use it
- Method depends on the class

Nonstatic Method

- Instance method
- Belongs to each object generated from the class
- Need instance to use it
- Method depends on the object's characteristics

- Using a method without creating an instance of the class: Use static
- Using a method related to an instance's attributes: Use nonstatic

6 references

```
public class Dice
```

```
{
```

3 references

```
    static int sidesOfDice = 6;
```

3 references

```
    
```

```
    int faceValue = 0;
```

```
}
```

0 references

```
    public static void changeNumSidesOfDice(int newNumberOfSides)
```

```
    {
```

```
        Dice.sidesOfDice = newNumberOfSides;
```

```
    }
```

```
// Things that are wrong
// -----
// myFirstDice.sidesOfDice
// myFirstDice.changeNumSidesOfDice(8);
// Dice.roll()
// Dice.faceValue
```

References

<https://www.linkedin.com/learning/nail-your-c-sharp-interview/what-s-the-difference-between-static-and-non-static-members?autoSkip=true&resume=false>