

23-July-2017

Package → Static Import (From JDK 1.5)

Example:-

D:\f1>
p1 → Temp1

```
package p1;  
class Temp1  
{  
    public static int x=10;  
    public static void show()  
    {  
        Sop("package p1");  
    }  
}
```

E:\f2>
p2 → Temp2

```
package p2;  
import static  
    p1.*;  
class Temp2  
{  
    psvm()  
    {  
        p1.x Sop(p1.x);  
        p1.show();  
    }  
}
```

Whenever you in

check with → Sop(Temp1.x);
new Temp1().show()

Imp Whenever you import static objects of static class, we can directly use them without class name.

Example

D:\f1>
p1 → Temp1

Exactly as above
Example

E:\f2>
p2 → Temp2

```
package p2;  
import static p1.Temp1.*  
class Temp2  
{
```

```

psvm()
{
  Sop(x + "KKK");
  show();
}
}

```

RULE

If you import any class statically, then all the static things of that class can be used directly (i.e. ~~without~~ without using class name) into class of another package.

Example:-

D:\f1>

p1 → Temp1

```

public static int x = 10;
public static void show()
{
  Sop ("package p1");
}

```

E:\f2>

p2 → Temp2

```

package p2;
import static p1.Temp1.*;
import static
  java.lang.System.*;
class Temp2
{
  psvm()
  {
    out.println(x + "jjj");
  }
}

```


Example:-

D:\f1>
p1 → Temp1

```
public static int x = 10;
public static void show()
{
    Sop("pkg p1");
}
```

E:\f2>
p2 → Temp2

```
package p2;
import static p1.Temp1.
    show;
class Temp2
{
    psvm()
    {
new Temp show();
        Sop(x);
    }
}
```

This line gives error as we have only imported "show()".

Example:-

D:\f1>
p1 → Temp1

```
public static void show()
{
    Sop("show");
}
public void show()
{
    Sop("show");
}
```

E:\f2>
p2 → Temp2

```
package p2;
import static p1.Temp1.*;
class Temp2
{
    psvm()
    {
        new Temp1().show();
    }
}
```

This line gives error as we have only imported static items.

Only static things are imported by
'import static p1.Temp.*' command.

Example :-

D : \f1>

p1 → Temp1

Exactly as Above

E : \f2>

p2 → Temp2

package p2;

import p1.Temp1.*;

↳ For Non-Static things

import static p1.Temp1.*;

↳ For Static things

psvm()

{

show();

}

}