

STATIC BLOCK

Requirement

Class Temp	Class Temp1	Class Temp2
<pre>{ static int x = 10; }</pre>	<pre>{ psvm() { Sop(Temp.x); } }</pre>	<pre>{ psvm() { Sop(Temp.x) } }</pre>

★ Static Initialisation of Static data members
→ as it has same value always.

For Dynamic Initialisation of Static Data Mem.
 Have different-different values every-time

Class Temp	Class Temp1	Class Temp2
<pre> { Static int x; Static { try { x = System.in.read(); } Catch (Exception e) { } } } </pre>	<pre> { psvm() { Sop(Temp.x); Sop(Temp.x); } } </pre>	<pre> { psvm() { Sop(Temp.x); } } </pre>
	<p>Beth Sops print same values, as class is only loaded only once.</p>	

- Static Block is used to initialise the Static Data Members Dynamically.
- Static Block is always executed at class loading time. That means before the execution of a main fⁿ.
- Static block is always executed only once in the life cycle of a class.
- If you want to perform any task only once in the life-cycle of the class, then put the code of that task

in a static block.

Q → Can you execute java class without a main ^{fn?} from

Ans → No, not now after JDK 1.7

It was possible until JDK 1.6 be-
-cause of bug.

- No class can be executed in Java without a main ^{fn} from JDK 1.7 onwards.

① class StaticC

{

static int x;

static

{

System.out.println("static block");

try

{

x = System.in.read();

}

catch (Exception e)

{

}

}

}

Class StaticTest1

{

public psum ()

{

sop (Static.c.x);

}

}

}

Class StaticTest2

{

psum ()

{

sop (Static.c.x)

}

}

② class Temp

{

static Demo d;

static

{

d = new Demo();

}

}

Class Demo

{

void show (int x)

{

sop(x);

}

}

class Temp1

{

psum()

{

temp.d.show (40);

System.out

println(x);

Class System

{

static PrintStream out;

static

{

out = new PrintStream();

}

Class PrintStream

{

public void println (int x)

{

System.out

println(x);

}

Ques → How 'System.out.println' combination is made?

Ans → System → It is a Class.

Out → It is a Static Data Mem.
of 'System' class. A Ref. Vari-
-able of 'PrintStream' class.

println → It is a fⁿ of 'PrintStream' class.