**YouTube tutorial 46 – Static**

**1st class – apples.java**

**class** apples{

**public** **static** **void** main(String[]args){

tuna member1 = **new** tuna ("Megan","Fox");

tuna member2 = **new** tuna("Natalie", "Portman");

tuna member3 = **new** tuna("Taylor", "Swift");

}

}

**2nd class – tuna.java**

**public** **class** tuna {

**private** String first;

**private** String last;

**private** **static** **int** *members* = 0;

**public** tuna (String fn, String ln){

first = fn;

last = ln;

*members*++;

System.*out*.printf("Constructor for %s %s, members in the club : %d\n", first, last, *members*);

}

}

**Result:**

Constructor for Megan Fox, members in the club : 1

Constructor for Natalie Portman, members in the club : 2

Constructor for Taylor Swift, members in the club : 3

**Important note:**

* Static is a variable that lets you change it in every object. For example, the “members” is permanently 3. Using static is faster than updating the value of every members in different classes.