

Static

The static keyword is used to define class-wide functionality for your classes. Whereas a property or a member function of a class is per-class instantiation, a static function is for the entire class and is shared across all instances of the same class. Use static functions or variables wherever you want to define a class-wide interface for your consumers.

Further reading:

- [Dart - Static Keyword - GeeksforGeeks](#)
- [Dart static Keyword - W3Schools | W3Adda](#)
- [Dart static Keyword - Javatpoint](#)
- [Dart static keyword - techLog](#)
- [Using Static Methods in Dart and Flutter - Kindacode](#)



Examples

```
1 // here is our class with one static constant field
2 class Car {
3     // this static field will be shared amongst all
4     // instances of the Car class, meaning that various
5     // instances of this class will not have their own
6     // copy of the wheelCount static field, instead
7     // they all share the same constant
8     static const wheelCount = 4;
9     const Car();
10 }
11 void test() {
12     // as shown here
13     print(Car.wheelCount);
14 }
```