Keywords `static`, and `final`

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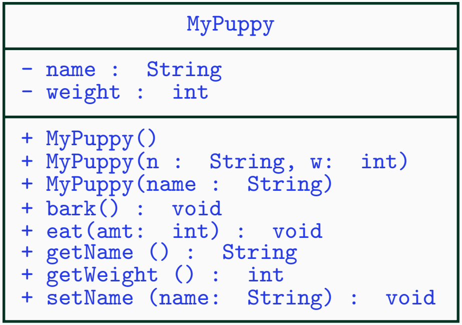

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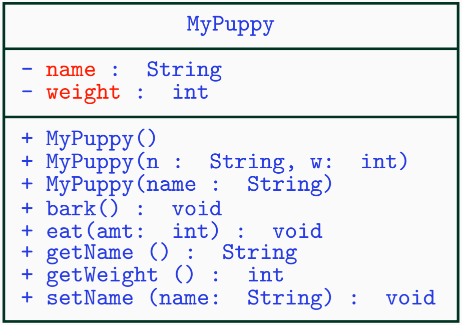

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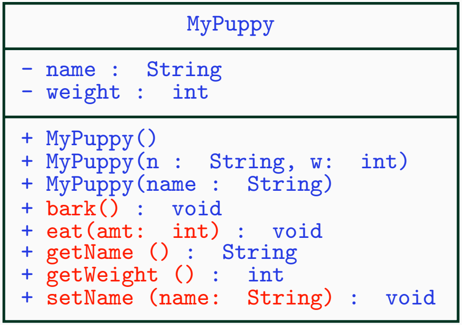

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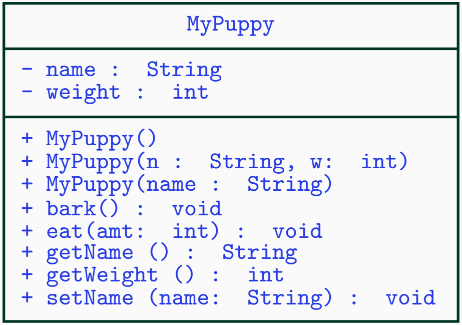

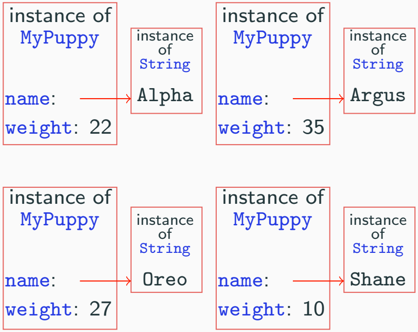

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```

```
public class MyPuppy
{

    private String name;
    private int weight;
            ⋮
}
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Class Variables

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- name : String
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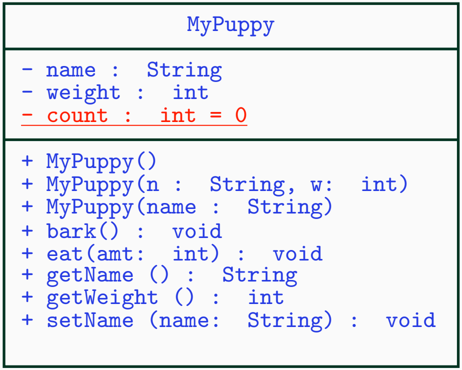

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```
public class MyPuppy
{
    private static int count = 0;
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}
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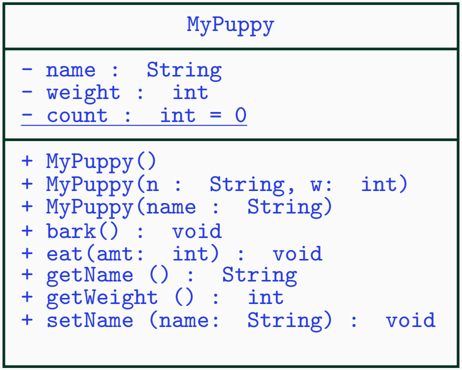
Some rules to take note of ▸ Rules

Class Methods



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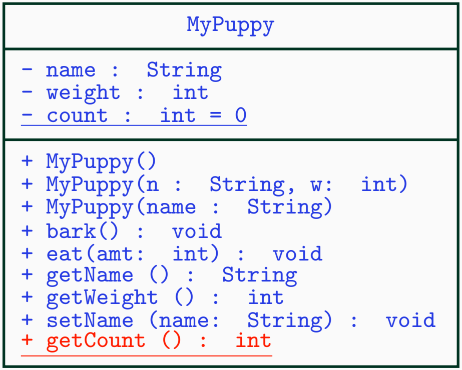

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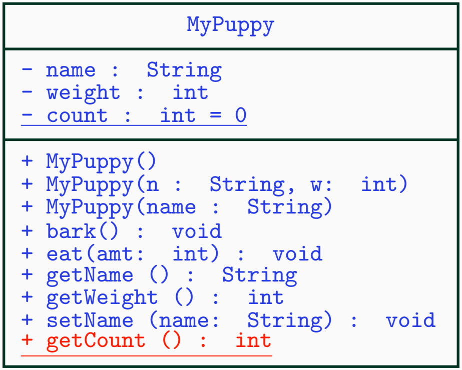

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public class MyPuppy
{
    private static int count = 0;
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    private int weight;
              :
    public static int getCount ()
    {
        return count;
    }
}
```

Using class variables

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```

```
public class MyPuppy
{
    public MyPuppy ()
    {   name = "puppy";
        weight = 10;
    }
    public MyPuppy (String name)
    {   this ();
        this.name = name;
    }

    public MyPuppy (String n, int w)
    {   name = n;
        this.weight = w;
    }
}
```

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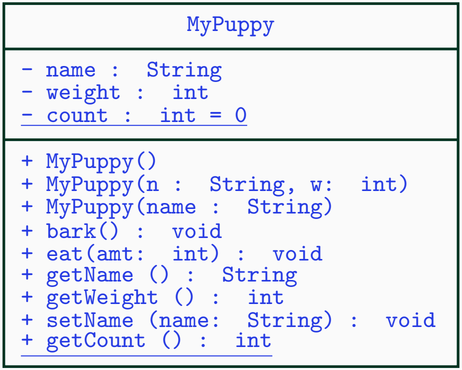

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```

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        count++;
    }
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    public MyPuppy (String n, int w)
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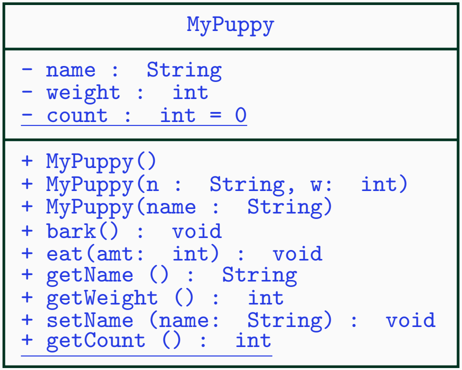

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- Constants can be defined by declaring it `final`, e.g.

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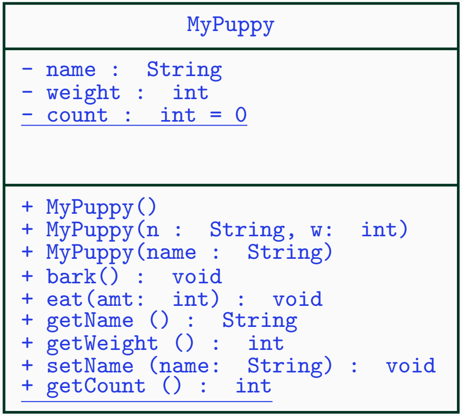

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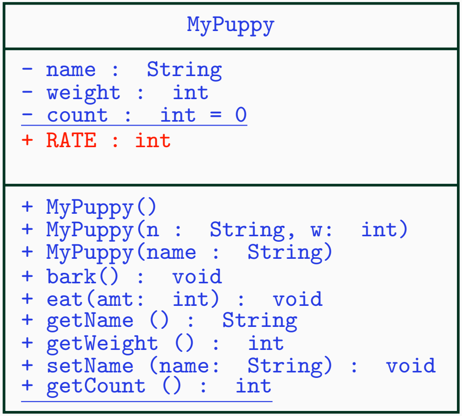

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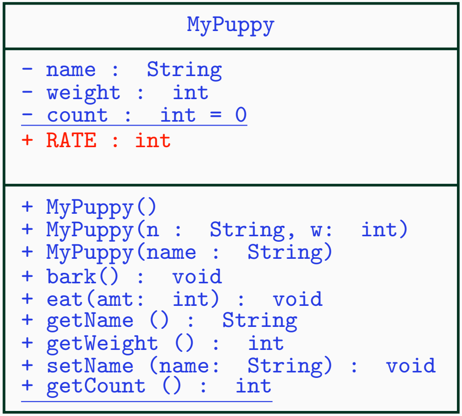

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```
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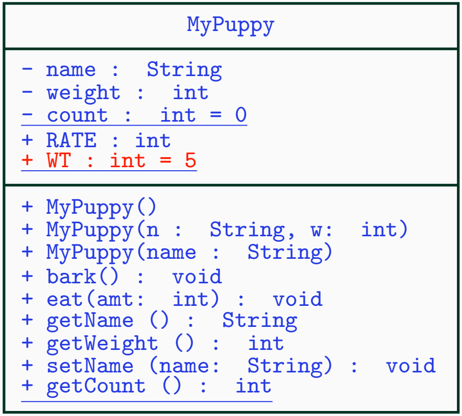

```
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- name : String
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- count : int = 0
+ RATE : int
+ WT : int = 5
+ MyPuppy()
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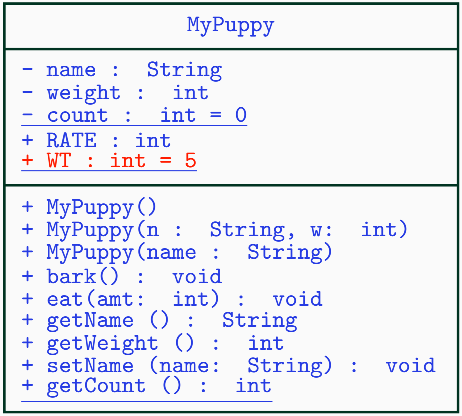

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    public static final int WT = 5;
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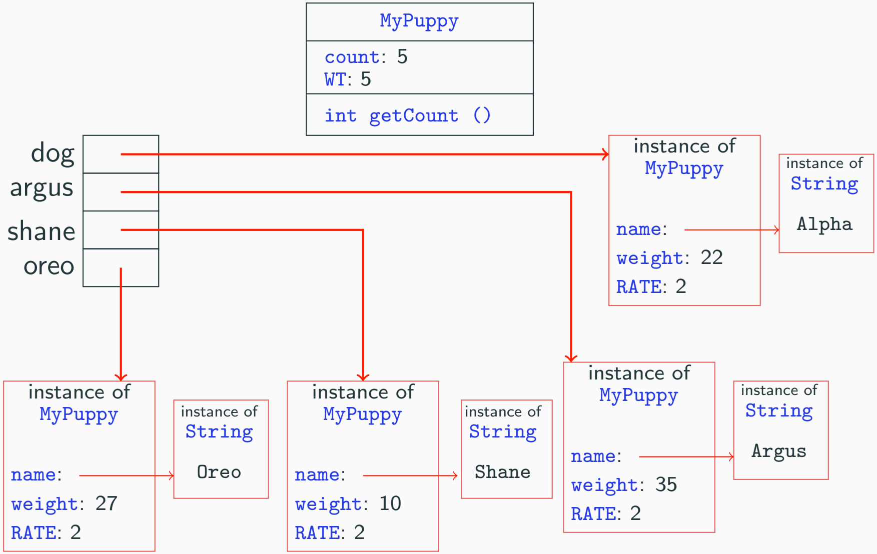
Alpha, Argus, Oreo, and Shane



☺ **Thank you!** ☺

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