EECS1022 Programming for Mobile Computing (Winter 2021)

Q&A - Lectures 10

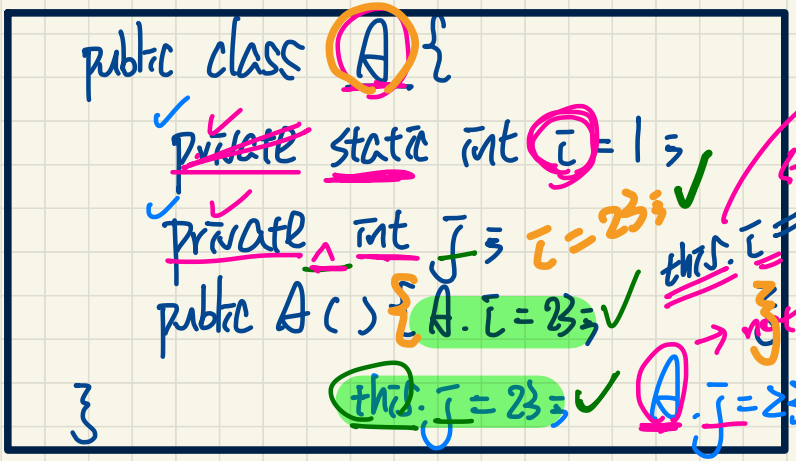
Monday, March 29

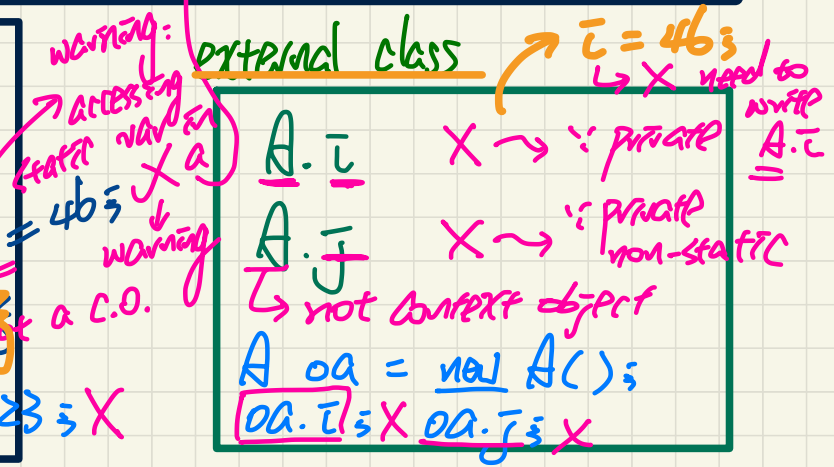
I have difficulties understanding the difference between static variables and the regular variables that we used before.

↳ non-static

I know that we can't use "this." behind it like the attributes and that we use "class name." behind it to access it; but what can we do with it that we can't do with regular variables?

And also, can we access it from other classes?





```
class A {
    int i;
    static int j = 23;

    static void m1() {
        i++;  ①  ✗
        j++;  ②  ✓
    }
    void m2() {
        i++;  ③  ✓
        j++;  ④  ✓
    }
}
```

Which one(s) are valid?

A.m1

aa.m2.

aa.j? warning.