

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?

non-static way.

```
public class A {
    private static int i = 1;
    private int j = 23;
    public A() { A.i = 23; }
    this.j = 23;
    A.j = 23;
}
```

warning: external class

accessing feature name in warning

not a C.O.

i = 46; ↳ X need to write A.i

A.i X ↳ private

A.j X ↳ private non-static

↳ not context object

A oa = new A();

oa.i X oa.j X

```
class A {
```

```
    int i;
```

```
    static int j = 23;
```

```
    static void m1() {
```

```
        → i++; ① X
```

```
    } → j++; ② ✓
```

```
    void m2() {
```

```
        i++; ③ ✓
```

```
        j++; ④ ✓
```

```
    }
```

```
}
```

Which one(s) are valid?

A.m1

@.m2.

oa.j? warning.