

Notes

CSC144 Software Architecture

29 March 2018

1. static is the opposite of dynamic
2. dynamic means “on the fly”—variables, classes, methods created during the execution of the program
3. static created before execution of program begins
4. static methods called with reference to class, not an object
5. example: `Math.sqrt(2)`
6. variables (a named location in computer’s memory) have 6 attributes
 - name
 - location (address)
 - type (how much memory needed, how that memory is organized, how information is encoded, what operations permitted)
 - value
 - scope
 - lifetime
7. Java has garbage collection
8. many classes have both static and non-static methods
9. example: `String.format()`