public static void main(String [] args)

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Normal Methods

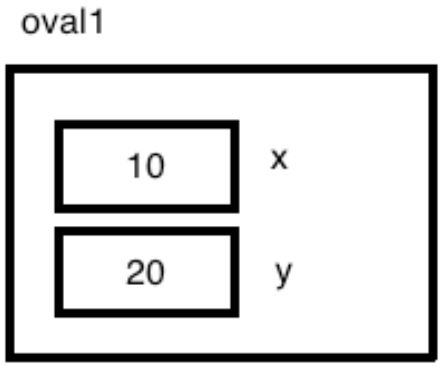
- Normally methods are associated with an instance of an object
- The method executes in the context of that object

Calling the method

GOval oval1 = new GOval(10, 20, WIDTH, HEIGHT);

oval1.move(4, 5);

Associated Object

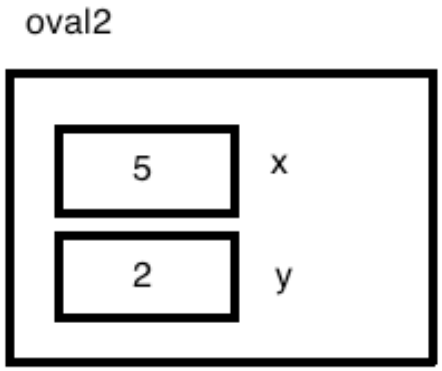


Method Code

```
public void move(int dx, int dy){
        x+= dx;
        y+=dy;
}
```

GOval oval2 = new GOval(5, 2, WIDTH, HEIGHT);

oval2.move(7, 7);




```
public void move(int dx, int dy){
        x+= dx;
        y+=dy;
}
```

Static Methods

- Static methods are associated with the class as a whole, but not any particular object.
- Don’t need to “new” a variable to use them
- Invoked using the class name

Calling the Method	Associated Object	Method Code

Math.pow(4,3)	None!	//in Math.java
		public static int pow(int base, int exponent){
		…
		}

Character.isWhitespace(c);	None!	//in Character.java
		public static boolean isWhitespace (char c){
		…
		}

Math and **Character** are not objects that I've created with "new".

public static void main(String [] args)

main can be called directly, without creating an object.

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