

Static Methods }

Advanced Multimedia Technologies

Static Methods

- { Static Methods
- { Typical Class File
- { Adding a Static Method
- { Final Note on Static Methods

Static Methods



Static Methods

These are methods that you can call without instantiating the class. All you need is an import statement. They are great for global functionality.

Typical Class File



Static Methods - Class File

```
package{  
    public class customMessage{  
        public function customMessage(){  
            trace("class instantiated")  
        }  
  
        public function show():void{  
            trace("hello")  
        }  
    }  
}
```

Static Methods -

```
package{  
    public class customM  
        public function c  
            trace("class i  
        }  
    }
```

```
        public function show():void{  
            trace("hello")  
        }
```

```
    }  
}
```

**A Typical Class
defining the
method show()**

Static Methods - .fla

```
var c:CustomMethod = new CustomMessage();
```

Static Methods - .fla

```
var c:CustomMethod = new CustomMessage();
```

**This is a
typical runtime
instantiation.**

Static Methods - .fla

```
var c:CustomMethod = new CustomMessage();
```

**Outputting
“class instantiated”
in the output
window.**

Static Methods - .fla

```
var c:CustomMethod = new CustomMessage();  
c.show();
```

Static Methods - .fla

```
var c:CustomMethod = new CustomMessage();  
c.show();
```

**This calls the
Method show
diplaying
“hello”
in the output
window.**



Adding a Static Method

Static Methods - Class File

```
package{
    public class customMessage{
        public function customMessage(){
            trace("class instantiated")
        }

        static public function show():void{
            trace("hello")
        }
    }
}
```

Static Methods - Class File

Add the keyword `static` before the public function definition.

```
}  
  
    static public function show():void{  
        trace("hello")  
    }  
}  
}
```

Static Methods - Class File

Allowing this function to be called without instantiating the CustomMessage class.

```
}  
  
static public function show():void{  
    trace("hello")  
}  
  
}  
  
}
```

Static Methods - .fla

```
var c:CustomMethod = new CustomMessage();  
c.show();
```

Static Methods - .fla

```
var c:CustomMethod = new CustomMessage();  
c.show( )
```

**The instantiation is
no longer needed.**

Static Methods - .fla

`CustomMethod.show()`

Static Methods - .fla

`CustomMethod.show()`

**Replace the
instance name with
the class name.**

Static Methods - .fla

```
CustomMethod.show( )
```

**Now this calls the
Method show
diplaying
“hello”
in the output
window.**

Static Methods - .fla

`CustomMethod.show()`

Note the “Class Instantiated” message never displayed.

Static Methods and variables can streamline the development environment.



Final Note on Static Methods

Final Note on Static Methods

- { Any variables used in a static method must also be static.
- { Static Methods and Variables are good for global repetitive operations. Especially if that functionality is required across multiple classes.

Static Methods

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- { Typical Class File
- { Adding a Static Method
- { Final Note on Static Methods