

Exercise 6 Answers

Static versus non-static

- 1.
2. `FredFlintstone.displayMe();`
3. `System.out.println("Barney Rubble's favourite colour is " +
BarneyRubble.favouriteColour);`
4. `CartoonCharacter ff = new CartoonCharacter("Fred Flintstone", "blue", 42);
CartoonCharacter wf = new CartoonCharacter("Wilma Flintstone", "red", 63);
CartoonCharacter br = new CartoonCharacter("Barney Rubble", "yellow", 2);`
5. `ff.displayMe();
wf.displayMe();
br.displayMe();`
6. Remember to change the property from `private` to `public`.

`System.out.println("Barney Rubble's favourite colour is " +
br.favouriteColour);`
7. In the properties section of the `CartoonCharacter` class, add the line: `public static int count`. In the constructor, add the line: `count++`. In the `main` method, add the line: `System.out.println(count)`.

If you remove the `static` from the `count` property, then the program will still run but the value of `count` won't increase like it should, since there will be a different `count` variable for each object and the line `count++` that is supposed to increase the value of `count` will only increase the current object's value of `count`.
8. `System.out.println(Math.PI);`