

not static

```
Car FloresWheels = new Car (...)  
Car RosensWheels = new Car (...)
```

→ FloresWheels.drive()

instance methods

→ RosensWheels.drive()

static

```
Math m1 = new Math();  
double d = Math.sqrt(25.0);
```

~~Math m1 = new Math();~~

~~d = m1.sqrt(25);~~

~~m2.sqrt(25);~~

static method