

```
class Circle {  
    int x  
    int y  
    double radius  
    static double PI = 3.14  
}
```

```
Player {  
    =  
    =  
    static numPlayers = 0;  
}
```

```
Bank Account {  
    fn  
    ln  
    ID  
    balance
```

static InterestRate ← - static field  
- one per class

Point

move

construction

getters

setters

Math. sqrt (25)

Methods  
2 kinds

① Instance method

operates on  
particular object  
of class  
"instance"

point move  
strip length

② Static method

doesn't

Math.sqrt()