Hiding static methods

Static methods can be redeclared in a subclass, but the effect is not overriding but *hiding*. In the program shown below, placing the annotation @Override on method m in subclass S will result in a syntactic error and the program will not compile.

We illustrate hiding of static methods with an example. Calling method Test.main, given below, results in this output, which we discuss.

C.m called

C.m called

S.m called

C.m called

In method Test.main, first an object of class C is created and (a pointer to it is) stored in c. The result is shown below, with variable c containing a pointer to the new object.

Then, method m is called *in the preferred way*, using class name C: C.m(). Then, m is called using c.m(). By the inside-out rule, one looks in object C@4 for method m(), then in the enclosing scope, where method m() is found. You see in the output shown above that method m in class C was called twice.

Next, an object of subclass S is created and stored in variable s whose type is C. The result is shown below, with variable s pointing at object S@60.

Then, method S.m is called in the preferred way, using class name S: S(m).

The next call, using s.m(), illustrates that overriding does *not* happen. According to the overriding rule, method m declared in subclass S should be called, but it is not! Instead, since the type of variable s is C, the static method declared in class C is called, resulting in "C.m called" being printed.

So, in this special case of hiding a static method (or variable), the type of the pointer to the object dictates which static method is to be called.

```
public class Test {
  public static void main(String args[]) {
     C c= new C();
     C.m();
     c.m();
     C s = new S();
     S.m();
     s.m();
}
class C {
  public static void m() {
     System.out.println("C.m called");
}
class S extends C {
  public static void m() {
     System.out.println("S.m called");
}
```

