

Day-10

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Encapsulation

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wrapping up of data and methods in to single unit(class).

all variables should be private.

we can access variables only through methods(setters & getters)

static

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1) static methods can access static stuff directly ( without object).

2) static methods can access non-static stuff through object

3) non-static methods can access everything directly.

System.out.println()

```
class Test
{
    static String s="welcome";
}
```

Test.s.lenght() -- 7

```
class System
{
    static PrintStream out;
}
```

```
System.out.println("welcome")
System.out.print("welcome")
```

JVM - Java Virtual Machine

```
public static void main(String []args)
{
}
}
```

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```
class Test
{
```

```
public static void main(String []args)
```

```
{  
}
```

```
int a=10;
```

```
String s="welcome";
```

```
String s=new String("welcome");
```