Variables

```
Challenge 1: Swap two numbers using a temporary variable
public class SwapWithTemp {
  public static void main(String[] args) {
    int a = 5, b = 10;
     System.out.println("Before Swap: a = " + a + ", b = " + b);
     int temp = a;
     a = b;
     b = temp;
     System.out.println("After Swap: a = " + a + ", b = " + b);
  }
}
Output:
Before Swap: a = 5, b = 10
After Swap: a = 10, b = 5
Challenge 2: Swap two numbers without a temporary variable
public class SwapWithoutTemp {
  public static void main(String[] args) {
     int a = 5, b = 10;
    System.out.println("Before Swap: a = " + a + ", b = " + b);
     a = a + b;
     b = a - b;
     a = a - b;
    System.out.println("After Swap: a = " + a + ", b = " + b);
}
Output:
Before Swap: a = 5, b = 10
After Swap: a = 10, b = 5
```

Challenge 3: Demonstrate variable shadowing within a class and method

```
public class VariableShadowing {
  int x = 50;
  public void show() {
     int x = 100;
     System.out.println("Local x: + x);
     System.out.println("Instance x: " + this.x);
  }
  public static void main(String[] args) {
     VariableShadowing obj = new VariableShadowing();
     obj.show();
  }
}
Output:
Local x: 100
Instance x: 50
Challenge 4: Declare a constant and use it in calculations
public class ConstantExample {
  public static void main(String[] args) {
     final double PI = 3.14159;
     int radius = 5;
     double area = PI * radius * radius;
     System.out.println("Area of circle: " + area);
  }
}
Output:
Area of circle: 78.53975
```

Challenge 5: Demonstrate instance, static, and local variables

```
public class VariableScope {
  int instanceVar = 10;
  static int static Var = 20;
  public void method() {
     int localVar = 30;
     System.out.println("Instance variable: " + instanceVar);
     System.out.println("Static variable: " + staticVar);
    System.out.println("Local variable: " + localVar);
  }
  public static void main(String[] args) {
     VariableScope obj = new VariableScope();
     obj.method();
  }
}
Output:
Instance variable: 10
Static variable: 20
```

Local variable: 30