

# Static/Instance Variables and Methods

1. `Console.WriteLine("hello");`
2. `Console.WriteLine(Math.PI);`
3. `Console.WriteLine(Math.Sqrt(25));`
4. `Console.WriteLine(student1.GetName());`

Can you identify **class/instance** variable or **class/instance** method in the above statements ?



`Console.WriteLine("hello");`  
Console: This is a **class** within the System namespace  
`WriteLine()`: This is a **class method** (also known as a static method) of the Console class.

**Console.WriteLine(Math.PI);**  
•Math: This is a **class** within the System namespace.  
•PI: This is a **class variable** (also known as a static variable) of the Math class.  
•WriteLine(): Same as in statement 1, a **class method** of the Console class.

**Console.WriteLine(Math.Sqrt(25));**  
•Math: Same as in statement 2, a **class**  
•Sqrt(): This is a **class method** of the Math class.

**Console.WriteLine(student1.GetName());**  
•student1: This is an **instance** of a class (presumably a Student class or something similar). It represents a specific student object.  
1•GetName(): This is an **instance method** of the class that student1 belongs to