A class variable is used to maintain data for each object of the class.

The keyword **PUBLIC** is an access modifier and every public classdeclaration must be stored in a file that as the same name with the class and ending with file extension .java. Also all class names,method names and variable names.When you declare a class, you can provide your own constructor to specify *custom initialization* for objects of your class. For example, you might want to specify a name for an Account object when the object is created. Method that does not return anything is a void method.

A primitive-type variable can hold exactly *one* value of its declared type at a time. For

example, an int variable can store one integer at a time. When another value is assigned

to that variable, the new value replaces the previous one—which is *lost*.

@BeforeEach

The @BeforeEach annotation in JUnit 5 is used to mark a method that should be executed before each test method in a test class. This is particularly useful for setting up common test fixtures or initializing test data required by the test methods.

@AfterEach

The **@AfterEach** annotation in JUnit 5 is used to indicate that a specific method should be executed ****after each test method**** in the test class. It is commonly used for cleanup tasks, such as releasing resources, resetting states, or closing connections, to ensure that each test runs in isolation.