

# Java Concept 21

- **Static** variables are **initialized** as soon as **class** is **loaded** in the **memory**
- There are **two ways** to **load** a **class** into the memory
  1. Calling **Static variable** of a class
  2. Creating **instance** of a class

```
1 //x is assigned value 10
2 class phone
3 {
4     static int x = 10;
5 }
6 class JavaConcept
7 {
8     public static void main(String args[])
9     {
10         phone obj = new phone();
11     }
12 }
```

```
1 //x is assigned value 10
2 class phone
3 {
4     static int x = 10;
5 }
6 class JavaConcept
7 {
8     public static void main(String args[])
9     {
10         phone.x = 100;
11     }
12 }
```

```

1 //1st Way to load Class
2 class A
3 {
4     A(String s)
5     {
6         System.out.println("Constructor "
7             + "A : "+s);
8     }
9
10    static String var_A = "static var_A";
11    static A ref = new A(C.P+"Inside");
12 }
13
14 public class JavaConcept
15 {
16     public static void main(String args[])
17     {
18         System.out.println(A.var_A);
19     }
20 }

```

run:

Constructor A : Inside  
static var\_A

```

1 //2nd Way to load Class
2 class A
3 {
4     A(String s)
5     {
6         System.out.println("Constructor "
7             + "A : "+s);
8     }
9
10    static String var_A = "static var_A";
11    static A ref = new A(C.P+"Inside"+C.RE);
12 }
13
14 public class JavaConcept
15 {
16     public static void main(String args[])
17     {
18         new A(C.R+"Outside");
19     }
20 }

```

run:

Constructor A : Inside  
Constructor A : Outside