Static Variables: When a variable is declared as static, then a single copy of the variable is created and shared among all objects at a class level. Static variables are, essentially, global variables. All instances of the class share the same static variable.

Important points for static variables :-

- We can create static variables at class-level only. See here
- static block and static variables are executed in order they are present in a program.

Non-Static Variable

- Local Variables: A variable defined within a block or method or constructor is called local variable.
    - These variable are created when the block in entered or the function is called and destroyed after exiting from the block or when the call returns from the function.
    - The scope of these variables exists only within the block in which the variable is declared. i.e. we can access these variable only within that block.
    - Initialisation of Local Variable is Mandatory.
- Instance Variables: Instance variables are non-static variables and are declared in a class outside any method, constructor or block.
    - As instance variables are declared in a class, these variables are created when an object of the class is created and destroyed when the object is destroyed.
    - Unlike local variables, we may use access specifiers for instance variables. If we do not specify any access specifier then the default access specifier will be used.
    - Initialisation of Instance Variable is not Mandatory. Its default value is 0
    - Instance Variable can be accessed only by creating objects.