Variables

A variable is a container which holds the value while the Java program is executed. It is assigned with a data type.

There are three kinds of variables

- **Local Variable**: It is declared inside the body of the method. you can use this variable only within that particular method . Initialization of this variable is mandatory before using it. Local variable cannot be defined with "static" keyword.
- **Instance Variable**: A variable that is declared inside a class but not inside a method. It is not declared as static. These variables are created when an object of the class is created. Initialization of an instance variable is not mandatory , if we don't specify a value then the default value will be applicable to that variable according to the datatype of the variable. These variables can be only accessed via objects. It is called an instance variable as the value is instance-specific and is not shared among instances.
- **Static variable**: This variables are declared similarly to instance variable. Only difference is that these variables are declared using the static keyword. You can create a single copy of static variable and share it among instances of the class. These variables cannot be declared locally inside a method, the method should be itself static. Static blocks can be used to initialize static blocks