All the instance or static variables are given a default values if they are not explicitly initialized. All numeric variable are given a value of zero or equivalent to zero (i.e. 0 for integral types and 0.0 for double/float). Booleans are initialized to false and objects are initialized to null.

Note that local (aka automatic) variables, such as the variables d and e in the code given here, are not initialized automatically. They have to be initialized explicitly. However, it is ok to leave them uninitialized if you don't use them anywhere in the code (as is the case with the variable d).