Q: Access the Instance & static variables outside the class?

```
Class A {
    int a = 10;
    static int b = 20;
}
```

```
class B {
    int a = 100;
    psvm() {
        A obj = new A();
        Syso(obj.a);
        B bObj = new A();
    }
}
```

(A.b);

(bObj.a);

Static Variable → class Level Variable

↳ outside the class, we can access Static

Variable with the help of

class Name

instance Variables → object Level variable

→ M/m allocation / init at the time of object creation.

→ With the help of class's object

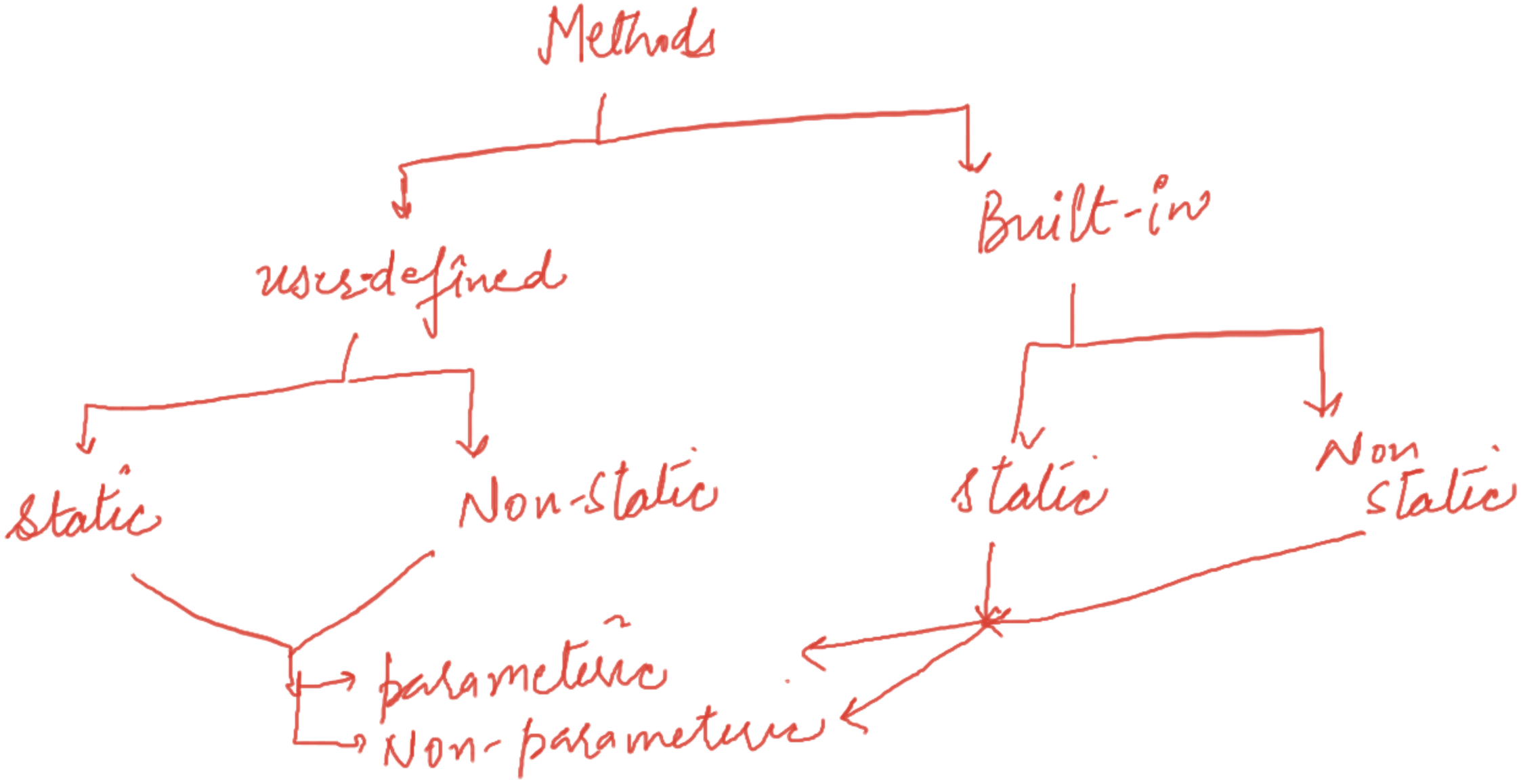
	within same class		outside the class	
	static Method	**Non-static Method**	**static Method**	**Non-static Method**
static Variable	Directly or with the help of className	Directly or with the help of className	With the help of className	With the help of className
instance/Non-static variable	With the help of class object	Directly	With the help of class object	With the help of class object

Method or Function :- → function m1( ){ //S1 } → m1( ).

oops

A block having some set of Statements, can be reused again & again by calling that function/Method.

{
  // Block
}.


Methods
User-defined
Built-in
Static
Non-Static
Static
Non Static
parameterised
Non-parameterised

```
public static void main (String [] args) {

}
```

Static / Builtin Method / parameterized Method

int a;

(i) Method Declaration → is not possible

↓

public void m1(); → Except Abstraction & Interfaces

↓ ↓ ↓

AccessModifier returnType MethodName

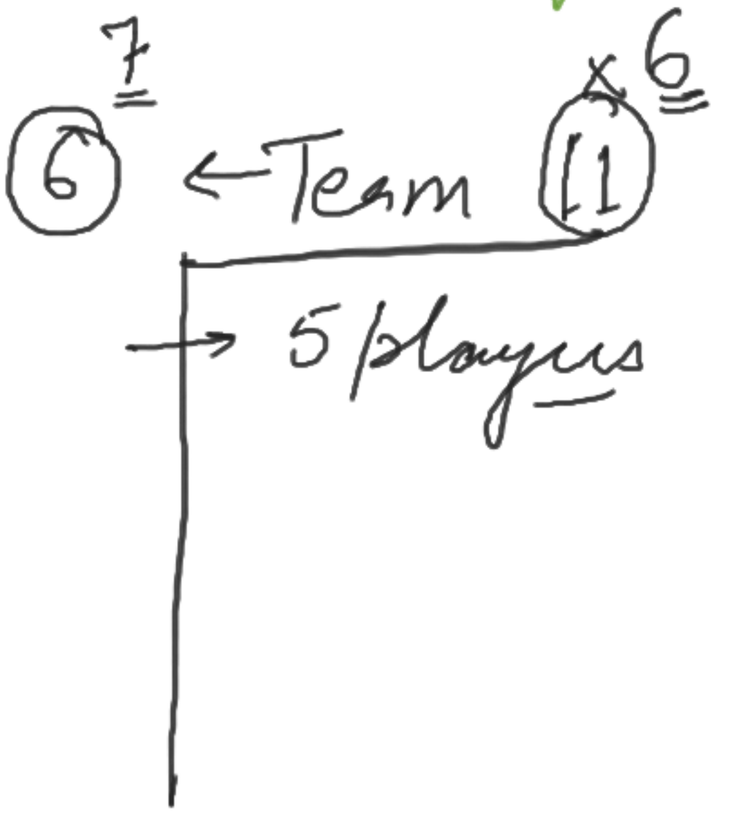
(ii) Method Definition

```
public void m1()
{
    // Syso ---
}
```

(iii) Method Calling →

```
m2();
```

X



```
public void m1() {

}

public void m1() {

}
```

Note :- Two methods can't have same name/ signature with in class.
same

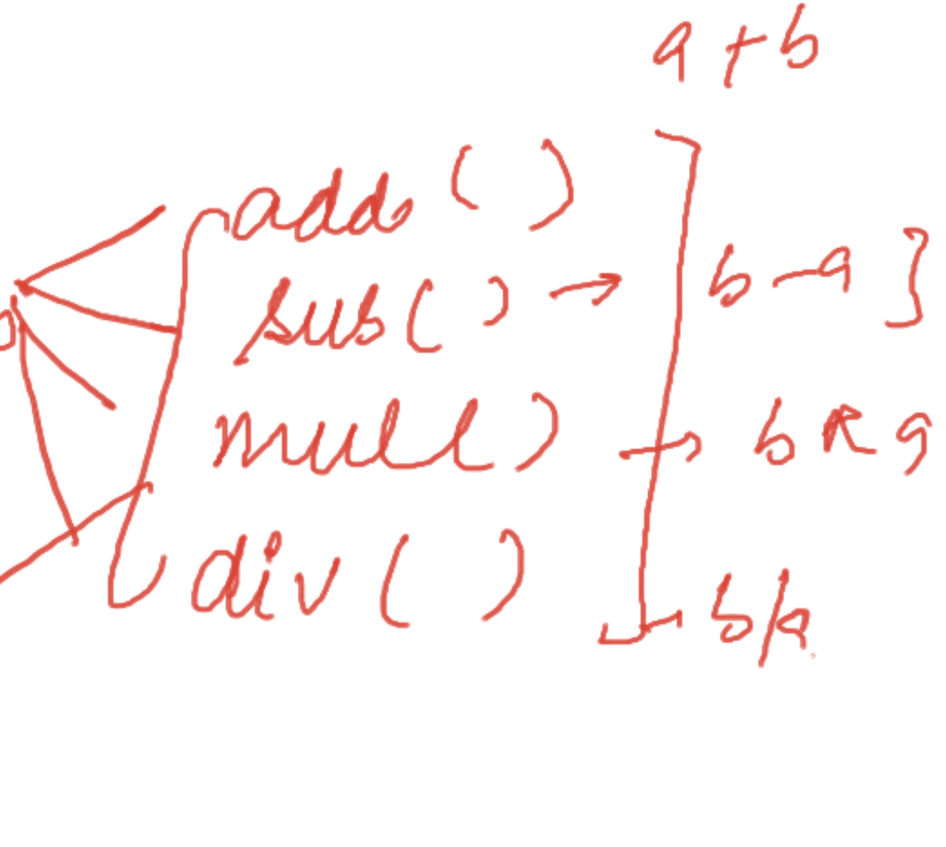
Assignment

Class Calculator {

→ instance var – a

→ static var – b

→ Non-static methods



psvm( ) {

}

}