

# Types of Variables in Java – Complete Notes

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## 1. Introduction

- A **variable** is a name given to a memory location that stores data.
  - In Java, every variable is associated with a **data type** and a **scope**.
  - Variables must be **declared before use**.
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## 2. Types of Variables in Java

Java variables can be classified into the following categories:

### ◆ a) Local Variables

- Declared **inside a method, constructor, or block**.
- Created when the method is invoked and destroyed after method exits.
- No default values → must be initialized before use.

```
class Example {  
    void display() {  
        int num = 10; // Local variable  
        System.out.println(num);  
    }  
}
```

### ◆ b) Instance Variables

- Declared **inside the class but outside methods**.
- Each object has its own copy.
- Have **default values** (0, false, null, etc.).

```
class Student {  
    String name; // Instance variable  
    int age; // Instance variable  
}
```

### ◆ c) Static Variables (Class Variables)

- Declared using the `static` keyword.
- Shared among all objects of a class.
- Have **default values**.
- Stored in the **method area memory**.

```
class Counter {  
    static int count = 0; // Static variable  
    Counter() { count++; }  
}
```

## 3. Difference Between Types of Variables

| Feature             | Local Variable | Instance Variable | Static Variable                          |
|---------------------|----------------|-------------------|--|
| Declared In         | Method/block   | Inside class      | Inside class (with <code>static</code> ) |
| Memory Allocation   | Stack          | Heap              | Method Area                              |
| Lifetime            | During method  | Object lifetime   | Class lifetime                           |
| Default Value       | None           | Yes               | Yes                                      |
| Shared Across Obj.? | ✗ No           | ✗ No              | ✓ Yes                                    |

## 4. Special Types

- **Parameters:** Variables passed to methods/constructors.
- **Constants:** Declared with `final` keyword (value cannot change).
- **Reference Variables:** Used to refer to objects.

```
final double PI = 3.14159; // Constant  
Student s1 = new Student(); // Reference variable
```

## 5. Best Practices

- Always **initialize local variables** before use.
- Use meaningful variable names (camelCase).
- Use `static final` for constants.
- Keep variable scope as **small as possible**.