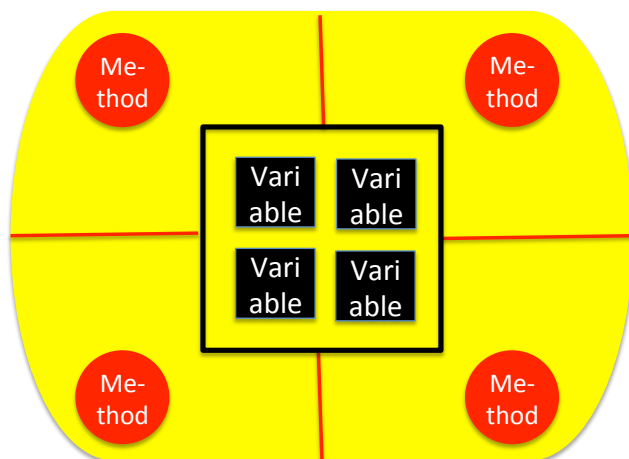
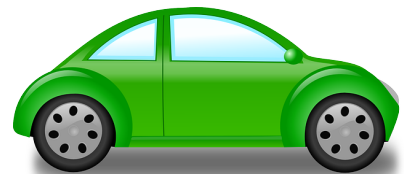


Different Kinds of **Variables**





```
public class Car {  
    private int gas; // from 0 to 100  
    ...  
    public Car () {gas=0;}  
    public int getGas() {return gas;}  
    public void setGas(int g) {gas=g;}  
    ...  
}
```

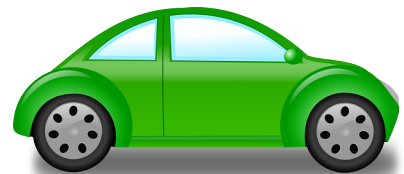


```
public class Car {  
    private int gas; // from 0 to 100  
    ...  
    public Car () {gas=0;}  
    public int getGas() {return gas;}  
    public void setGas(int gas) {this.gas=gas;}  
    ...  
}
```

A blue curved arrow originates from the 'gas' parameter in the 'setGas' method signature and points to the 'this.gas' expression in the method body. Another blue curved arrow originates from the 'this.gas' expression and points back to the 'gas' parameter, illustrating that 'this.gas' refers to the instance variable 'gas'.



```
public class Car {  
    static int noWheels=4;  
    private int gas; // from 0 to 100  
    ...  
    public Car () {gas=0;}  
    public int getGas() {return gas;}  
    public void setGas(int gas) {this.gas=gas;}  
    ...  
}
```



```
public class Car {  
    static final int NOWHEELS=4;  
    private int gas; // from 0 to 100  
    ...  
    public Car () {gas=0;}  
    public int getGas() {return gas;}  
    public void setGas(int gas) {this.gas=gas;}  
    ...  
}
```

