5. STATIC

1.

```
import java.util.Scanner;
public class Main
{

                    static int num1;
                    static String str1;
                    static int num2;
                    static String str2;
                     private int num;
                    public String str;
      static void smethod1()
      {
         num1 = 11;
         str1 = "Java";
         System.out.println("Static Block 1,value : "+num1);
         System.out.println("Static Block 1,string : "+str1);
      }
      static void smethod2()
      {
         num2 = 22;
         str2 = "OOPS";
         System.out.println("Static Block 2,value : "+num2);
         System.out.println("Static Block 2,string : "+str2);
      }
      public void Record(String Name)
      {
         str = Name;
      }
   public void Val(int Value)
   {
      num = Value;
   }
   public void printRec()
   {
      System.out.println("Instance, value : " + num );
      System.out.println("Instance, string :" + str);
   }

      public static void main(String args[])
      {
       smethod1();
       smethod2();
       Record r = new Record("ABC");
         r.Val(33);
         r.printRec();
      }
}
```

Output-
Static Block 1,value : 11
Static Block 1,string : Java
Static Block 2,value : 22
Static Block 2,string : OOPS
Instance, value : 33
Instance, string : ABC

2.
Print instance variables in static methods-

```
public class Main {
   private int x; //Instance variable x
   public static void main(String args[]) {
      Main c = new Main(7);
      System.out.println(c.getX());
   }

   public Main(int x){
      this.x = x;
   }

   public int getX(){
      return x;
   }

   public void setX(){
      this.x = x;
   }
}
```

Output-
7

3.
Print static variables in Instance methods-

```
class Main
{
  static int c=0;
  public void incr()
  {
     c++;
  }
  public static void main(String args[])
  {
     Main a=new Main();
     a.incr();
     System.out.println("Object count is="+a.c);
  }
```

```
}
```

Output-
Object count is=1

4.

```
class Main {

   public static void main(String args[]) {
      Main d = new Main();
      d.add(10,20);     // to call the non-static method
   }

   public void add(int x ,int y) {
      int a = x;
      int b = y;
      int c = a + b;
      System.out.println("addition : " + c);
   }
}
```

Output-
addition : 30

5.

```
ClassA{
 public void method1(){
    System.out.println("Method1")
    method2();
 }
 public static void method2(){
   System.out.println("Method2...")
 }
}

ClassB{
  public void call(){
    ClassA.method2(); //i have to invoke through static method.
  }
}
   public void main(String[] args){
 ClassA obj = new ClassA();
 obj.method1();
}
```

Output-
Method1...
Method2...

6.

```
public class Main {
   private int a;
   static int b=45;
   public static void main(String args[]) {
      Main a = new Main(7);
      System.out.println("Instance variable: "+a.get());
      System.out.println("Static variable: "+b);
   }

   public Main(int a){
      this.a = a;
   }

   public int get(){
      return a;
   }

   public void set(){
      this.a = a;
   }
}
```

Output-

```
Instance variable: 7
Static variable: 45
```

7.

```
import java.io.*;

class A {

   public static String Name = "";

   public static void method(String name)
   {
      Name = name;
   }
}

class Main {
   public static void main(String[] args)
   {
      A.method("abc");
      System.out.println(A.Name);
      A obj = new A();
      obj.method("def");
      System.out.println(obj.Name);
```

```
    }
}
```

Output-
abc
def