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Experiment # 8: Implementing effect of static variables and static methods.

Modify the java code of “*Experiment#5*” by adding a new instance variable called **college**. This variable must be the same for all the objects (its value must be **FCIS**).

```
package Lab_4;

import java.util.Scanner;

public class EvenOddCollege {

    public static String College = "FCIS";

    public static String evenChecker(int number){
        if(number%2==0)
        {
            return "Even";
        }
        else
        {
            return "Odd";
        }
    }

    public static void main (String[] args){
        Scanner scanner = new Scanner(System.in);
        int n = scanner.nextInt();

        String result = evenChecker(n);
        System.out.println(result);
        System.out.println(College);
    }
}
```



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    Run | Debug
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```
\Users\abdul\AppData\Roaming\Code
enOddCollege'
10
Even
FCIS
```