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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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