

⇒ static variables ⇒ ① static keyword ✓

② class loading ✓

③ Heap ✓

④ memory allocated
only one
in heap ✓

⑤ one copy static var
used by all the object ✓

⑥ using class Name ✓

⑦ class variables ✓
⑧ object independent ✓

⑨ around inside static
element non static

⇓ ⇒