**Static :**

**If we declare a member as static , we can access that member without creating an object.**

**the member can be a variable or method**

**Example : we declare main() as static**

**public** **class** StaticDemo {

**static** **int** *a*=10; // global variable

**static** **void** meth() {

System.***out***.println("this is a machine");

}

**public** **static** **void** main(String[] args) {

// **TODO** Auto-generated method stub

*meth*();

System.***out***.println("the value is : "+*a*);

}

}

If we want to access outside class static member, we have to use class name

className.member

**class** Shop {

**static** **int** *a*=10;

**static** **void** meth() {

System.***out***.println("welcome to static");

}

}

**public** **class** StaticDemo1 {

**public** **static** **void** main(String[] args) {

// **TODO** Auto-generated method stub

Shop.*meth*();

System.***out***.println(Shop.*a*);

}

}

**Final :**

If we declare a variable as final we cannot able to modify the value.

final int A=10;

// A=11; //error