

Static Keyword Activity

Create a project **staticActivity**.

1. Create a **class** that has

- **3 instance variables**
- **1 static (class) variable** that
 - keeps track of how many instances of the class there are
- a **constructor** that
 - **initializes** the instance variables
 - **increments** the static variable
- a **static method** that
 - **returns** the value of the static variable

2. Create a **Main** class with

- a **main()** method that
 - creates at least **2 instances** of the above class in #1
 - uses each of the instances to call the static method and print its return value
 - uses the class in #1 to call the static method and print its return value

Submit both class **.java** files to Canvas.