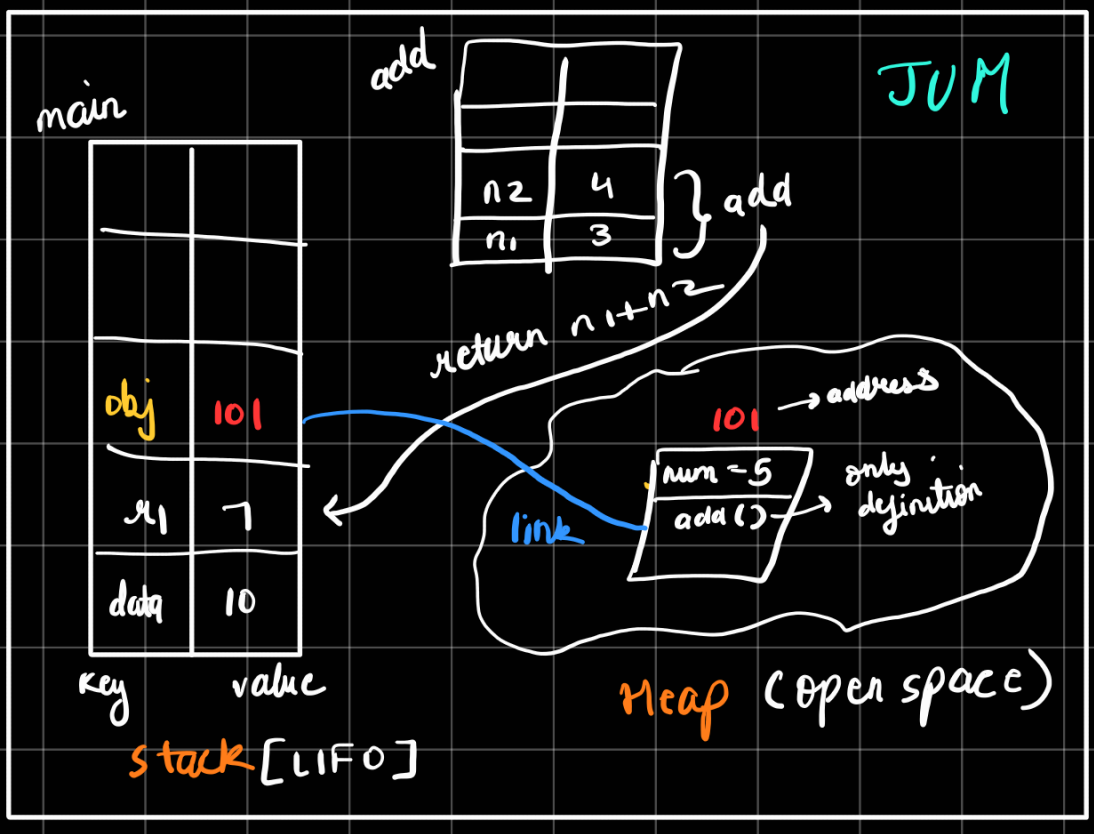
- Lets focus on JVM :-

* On memory level




* Every method will have its own stack

```
class Calculate {
    int num = 5;                          // instance variable
    public int add (int n1, int n2) {     // local variable (part of stack)
        sout (num);
        return n1+n2;
    }
}
psvm
    int data = 10;
    Calculator obj = new Calculator();    // reference variable inside main; creates object in Heap
    int x1 = obj.add(3, 4);
```

- Lets make one more obj :-

```
Calculator obj1 = new Calculator();
```

now print num using both objects

```
sout(obj.num) ⟹ 5
sout(obj1.num) ⟹ 5
```

//update obj instance

```
obj.num = 8
```

by

now print again num using both objects

```
sout(obj.num) ⟹ 8
sout(obj1.num) ⟹ 5
```