

Role of non static field (instance variable) while creating the Object :-

The diagram illustrates the creation of objects and the copying of their states. It shows two classes, `Test` and `Test2`, each with a static variable `x`. Two objects, `t1` and `t2`, are created from the `Test` class. A copy operation is shown where the state of `t1` is copied into `t2`. The initial state of `t1` is `x = 100`, and after the copy, both `t1` and `t2` show `x = 100`. The state of `t2` is then modified to `x = 110`.

```

class Test {
    public static int x;
}

class Test2 {
    public static int x;
}

Test t1 = new Test();
Test t2 = new Test();

t1.x = 100;
t2 = t1; // Copy operation

t2.x = 110;
System.out.println(t1.x); // Output: 100
System.out.println(t2.x); // Output: 110
  
```

**What is a static field :**  
If we declare a field inside a class with static modifier then It is called static field.  
Example :  
`public class Bank`

public static void PRG\_CODE\_1("B1000"); // class file

    // This code is for the first time when we are creating the object  
 // and this code is for the first time when we are getting the memory  
 // for the object. So this code will be executed only once.

    // If we want to create another object then this code will not be executed again.  
 // It will directly go to the constructor code.

**Point of Note:** State of field (Object)

- Initially, the state of each field is **uninitialized**. We can change the state of field (Object) by writing values to it.
- When we are creating a new object then a **new** keyword will be used to create the object.
- When we are changing the value of any field then a **change** operation will be created.

**Diagram:**

```

graph LR
    ClassA["Class A (1000)"]
    ClassB["Class B (2000)"]
    ObjA["Object A (1000)"]
    ObjB["Object B (2000)"]

    ClassA -- "new" --> ObjA
    ObjA -- "1000" --> FieldA1[Field A]
    FieldA1 -- "1000" --> ObjA

    ClassB -- "new" --> ObjB
    ObjB -- "2000" --> FieldB1[Field B]
    FieldB1 -- "2000" --> ObjB
  
```

So the requirements:

- 1. **Object Creation:** Create objects & some fields.
- 2. **Change:** Change the value of the object.
- 3. **Get Value:** Get the value of the object.

What we should do is to create objects and then we should decide as below:

**Initial State:**

1. When we are creating the object then we should use **new** keyword.

2. When we are changing the value of field then we should use **set** keyword.

3. When we are getting the value of field then we should use **get** keyword.

**Final State:**

1. When we are creating the object then we should use **new** keyword.

2. When we are changing the value of field then we should use **set** keyword.

3. When we are getting the value of field then we should use **get** keyword.

**Advantages:**

- 1. **Code Reusability:** We can reuse the same code for different objects.
- 2. **Modularity:** We can reuse the same code for different objects.
- 3. **Flexibility:** We can reuse the same code for different objects.

**Disadvantages:**

- 1. **Large Code:** Large amount of code required when we are using objects.
- 2. **Memory Usage:** Large amount of memory usage when we are using objects.
- 3. **Performance:** Large amount of time required for execution when we are using objects.