

```

//Program that illustrates the use of the class ...
package com.vitl.classroom;

import java.util.*;

public class MyClass {
    //Attributes
    private static String myString;

    //Methods
    public static void main(String[] args) {
        //Create an instance of the class
        MyClass obj = new MyClass();

        //Call the method
        obj.myMethod();
    }

    //Method
    public void myMethod() {
        //Print the value of the attribute
        System.out.println(myString);
    }
}

//End of the program

```