Class and Object

Entity which as its own states and behaviors

Pen p=new Pen();

Paper a=new Paper();

Computer c=new Computer();

Powder p=new Powder();

Apple a=new Apple();

Tiger t=new Tiger();

Static and non static

Static: any member declared with the declared with the keyword static.

Static int a=10;

Public static void demo(){

}

2.Static is one copy

3.Static is associated with class

4.Varaible: ClassName.varaiblename

ClassName.methodname

5.All the static members are stored in

Static pool area

6.when the class gets loaded all the static members are initialized in static pool area

7.Varibles and methods can be declared as static

Nonstatic:Any members whch is not declared with the keyword static

Int a=10;

Public void demo(){

}

2.Non static multiple copy

3.Assoiated with Object

4.Varible: Object

Test1 t=new Test1();

Refreencevaraible.varaible

Method:RefrenceVarible.methodname

5.All the non static members are stored in heep memory

6.Non static members will get initialized in heep memeory

7.All the members variables methods and constructor can be non static