

Static :-

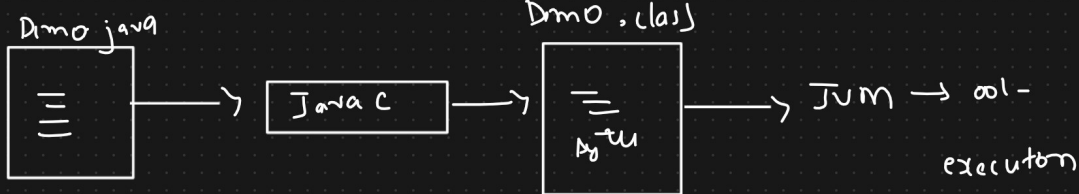
static int a; ✓

static void disp() ✓

q  
≡

y

static ✓  
f  
≡  
y



JRE



static variable

static int a;

static

f

↖  
a = 10;

y

- ① static variables
- ② static block
- ③ static method

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non-static var (instance)  
non-static block  
non-static method

Heap

