

1. Static Variables

2. Static Variables should be declared **Inside the Class** directly but outside of any **Method or Block or Constructor**.
3. Static Variables are created at the time of **Class Loading** and **Destroyed** at the time of **Dot Class Unloading**.
4. The **Scope** of static variables is exactly is same as **Scope** of **Dot Class file**.
5. Static Variables will be stored in the **non Heap Memory / Method Area**.
6. Static Variables available for the **entire Class, Methods, Constructors and Blocks**.
7. We can access Static Variables either by **Object reference**, or by **Class Name** but recommended to use **Class Name**.
8. But, we can access Static Variables directly from both **Instance Method Area** and **Static Method Area**.
9. For, **Static Variables** a single copy will be created at **Class Level** and shared by every **Object**.

```
public class Example01 {  
  
    static int a = 10;  
    Static int b = 20;  
  
    public static void main(String[] args) {  
  
    }  
  
    public Example01() {  
  
    }  
  
    {  
  
    }  
}
```