**package** com.Util;

**public** **class** TestUtil {

**public** **static** **long** *Page\_load\_Timeout*=20;

**public** **static** **long** *Implicit\_Wait* =10;

// So inside the testbase remove the hardcode.So i will type this

//TestUtil.Page\_load\_Timeout instead of 20 and TestUtil.Implicit\_Wait instead of 10.

// it means class name [TestUtil] and Variable name

}