

//Java Program to demonstrate the use of static variable

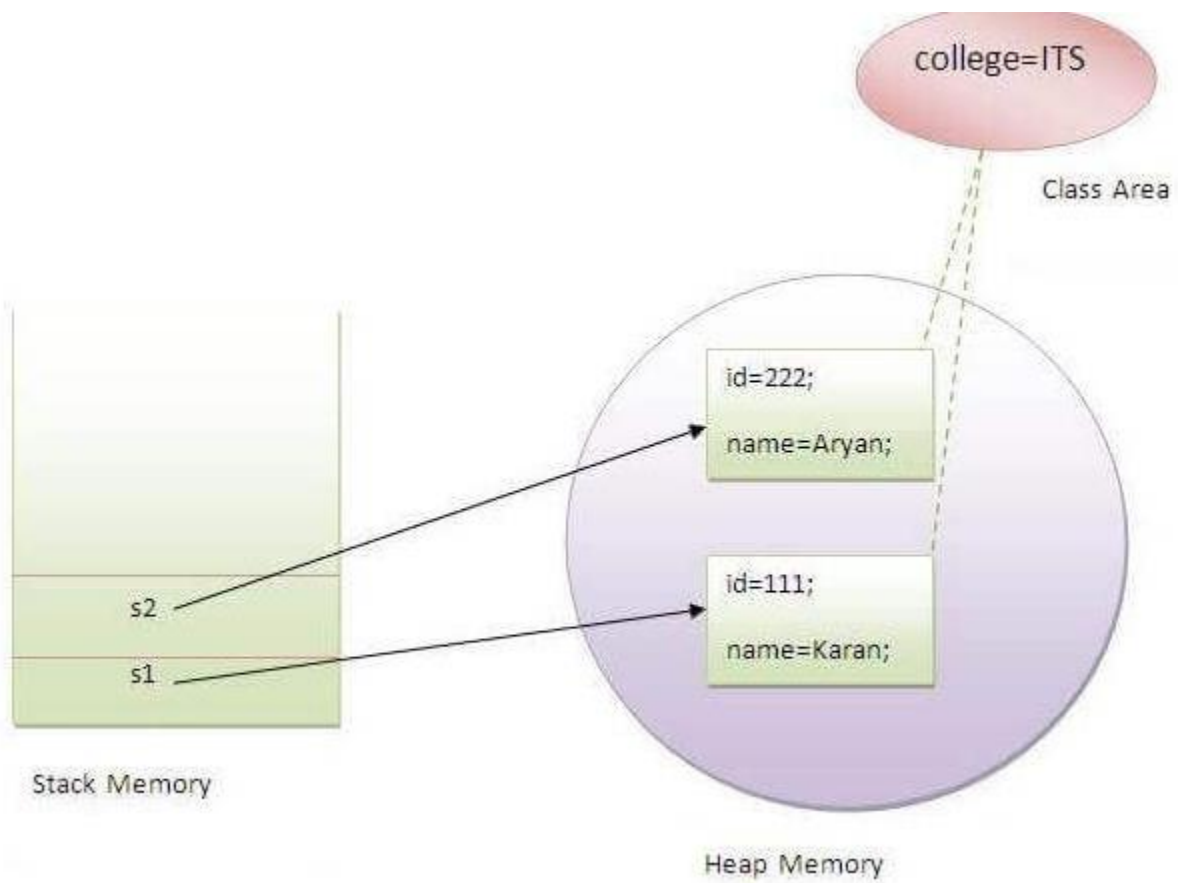
```
class Student {
    int rollno;
    //instance variable
    String name;

    static String college ="ITS";//static variable
    //constructor
    Student(int r, String n) {
        rollno = r;
        name = n;
    }
    //method to display the values
    void display () {
        System.out.println(rollno+" "+name+" "+college
    );
    }
}
```

//Test class to show the values of objects

```
public class TestStaticVariable1{
    public static void main(String args[]){
        Student s1 = new Student(111,"Karan");
        Student s2 = new Student(222,"Aryan");

        s1.display();
        s2.display();
    }
}
```



Output:

```
111 Karan ITS
222 Aryan ITS
```

//Java Program to demonstrate the use of a static method.

```
class Student{
    int rollno;
    String name;
    static String college = "ITS";
    //static method to change the value of static variable
    static void change(){
        college = "BBDIT";
    }
    //constructor to initialize the variable
    Student(int r, String n){
        rollno = r;
        name = n;
    }
    //method to display values
    void display(){
        System.out.println(rollno+" "+name+" "+college);}
}
```

//Test class to create and display the values of object

```
public class TestStaticMethod{
    public static void main(String args[]){
        Student.change();//calling change method
        //creating objects
        Student s1 = new Student(111,"Karan");
        Student s2 = new Student(222,"Aryan");
    }
}
```

```
        Student s3 = new Student(333,"Sonoo");  
        //calling display method  
        s1.display();  
        s2.display();  
        s3.display();  
    }  
}
```

```
Output:111 Karan BBDIT  
        222 Aryan BBDIT  
        333 Sonoo BBDIT
```

Another example of a static method that performs a normal calculation

```
//Java Program to get the cube of a given number  
using the static method
```

```
class Calculate{
    static int cube(int x){
        return x*x*x;
    }

    public static void main(String args[]){
        int result=Calculate.cube(5);
        System.out.println(result);
    }
}
```