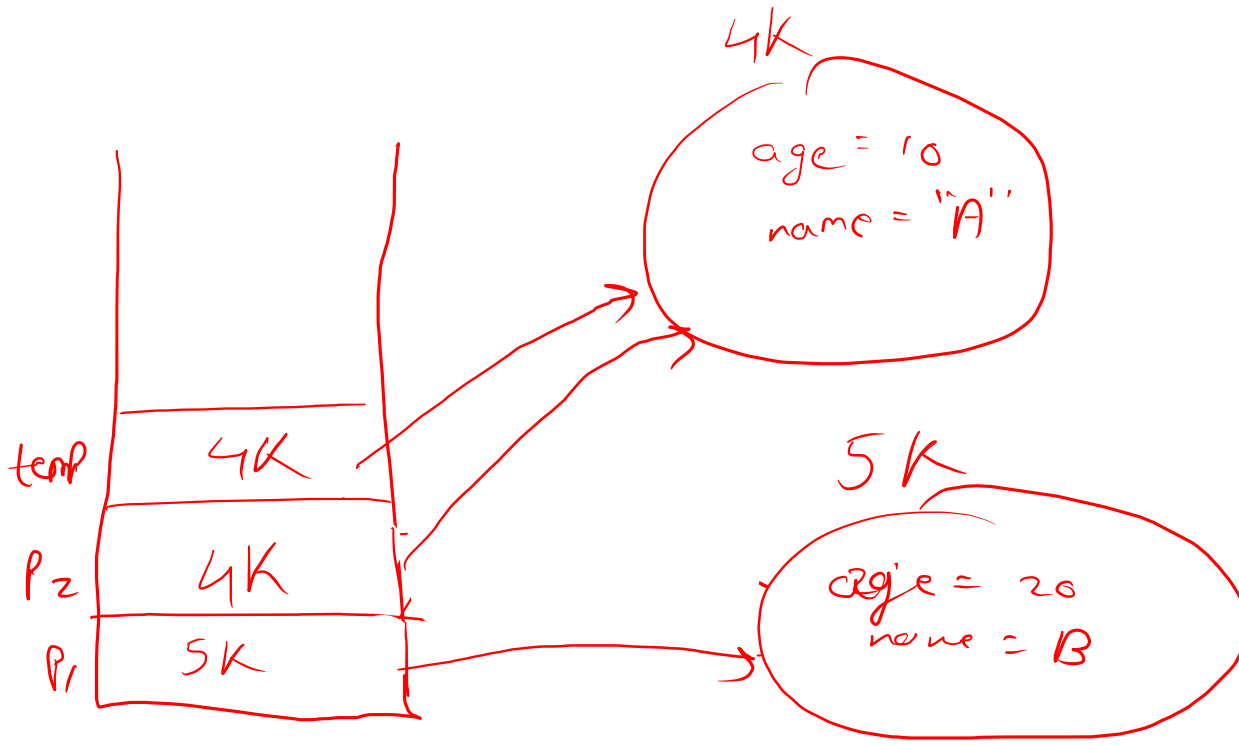```
Person p1 = new Person();
p1.age = 10;
p1.name = "A";
p1.sayHi(); → 10, A

Person p2 = new Person();
p2.age = 20;
p2.name = "B";
p2.sayHi(); → 20, B

Person temp = p1;
p1 = p2;
p2 = temp;

p1.sayHi(); → 20, B
p2.sayHi();   10, "A"
```

4k

age = 10
name = "A"

5k

age = 20
name = B

temp | 4k
P2 | 4k
P1 | 5k

```
Person p1 = new Person();
p1.age = 10;
p1.name = "A";
p1.sayHi();

Person p2 = new Person();
p2.age = 20;
p2.name = "B";
p2.sayHi();

swap(p1, p2);

p1.sayHi();
p2.sayHi();

}

static void swap(Person a, Person b){
  Person t = a;
  a = b;
  b = t;
}
```

func ends:

t | 4h
b: 5h 4h
a | 4h 5h

Sw

Sw

p2 | 5h
p1 | 4h

5h

a: 20
n: B

4h

a: 10
n: A

swap takes place

but
values remain unchanged in main as
Person a & Person b are different references than
p1 & p2

Static Data member :- Static variable

- Belongs to __class__.
- common for all objects.
- Should be changed using ClassName. variable = 69   ← dot operator
- Can be changed using object but is a bad practices.

```java
static class BankAccount {
    int anum;
    int money;
    static int roi;

    void announce(){
        System.out.println(this.anum + ", " + this.money + ", " + this.roi);
    }
}

public static void main(String[] args) throws NumberFormatException, IOExce
    BankAccount a1 = new BankAccount();
    a1.anum = 10;
    a1.money = 100;
    a1.roi = 4;

    a1.announce();

    BankAccount a2 = new BankAccount();
    a2.anum = 11;
    a2.money = 110;
    a2.roi = 5;

    a2.announce();
    a1.announce();
}
```

wary

way

Static Data member :-

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- Common for all objects.
- Should be changed using Class Name: variable = 69   dot operator
- Can be changed using object but is a bad practices.

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    a2.anum = 11;
    a2.money = 110;
    a2.roi = 5;

    a2.announce();
    a1.announce();
}
```

wary

way