**Variables**

Variables are used to store values; each variable in java has specific type which determines size and values to be stored in variable.

int a,b,c; //declaring variables

a=10;

b=20;

c=5;

int x=10,y=5,z=10; //declare and initialize variables

* Local variables
* Instance variables

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| Local Variables | Instance Variables | Class Variables |
| declared within methods, constructors, or blocks | Inside class, but outside methods, constructors, or blocks. | Class variables also known as static variables are declared with the static keyword in a class, but outside a method, constructor or a block. |
| These are created when the method, constructor or block is entered and the variable will be destroyed once it exits the method, constructor or block. | When a space is allocated for an object in the heap, a slot for each instance variable value is created, and destroyed when the object is destroyed. | Static variables are created when the program starts and destroyed when the program stops |
| Access modifiers cannot be used for local variables. | Access modifiers can be given for instance variables. |  |
| visible only within the declared method, constructor or block. | The instance variables are visible for all methods, constructors and block in the class. | Visibility is similar to instance variables |
| No default value, so before using this variable those must be initialized. | Instance variables have default values | Default values are same as instance variables. |
| Local variables are used with the method where it's declared. | Instance variables can be accessed directly by calling the variable name inside the class. However within static methods and different class. ObjectReference.VariableName. | Static variables can be accessed by calling with the class name.  ClassName.VariableName. |