Weropper Class Int -> Integer int gun(int x) } n = 10; main () { int a = 20; fun (a) j syoo (a);

byte Byte
short Short
Integer
Long
Ploat Long
Float
double
Char Charcetor
boolean Boolean



int
$$a = 10$$
 auto boxing
Integer $b = a$; on boxing
int $c = b$

Static Reywoord

Lastic Reywoord

Variables

methods / functions

classes

classes

blocks

Class Student &

int roll no;

static int count

3

main() {

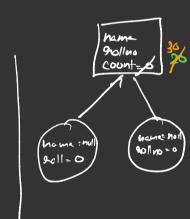
Student \$1 = new Student()

Student \$2 = new Student()

S1. Count = 20;

Syso(\$2.count) //20

Student.count = 30;



Static Functions

-> called by the class name does not require any instance

static variable/ function Co does not depend on object Non Static Static

Variables Functions

independent of object

directly accessed by class hame

hover use this

Vasiables Functions

Dependent on object

X Ruy class name

-> use this

3 Static block

static 2

3

only exist in a class
Only sun I time when the class
is loaded