int count

Employee

total no emp = ?

static
int
count = 0

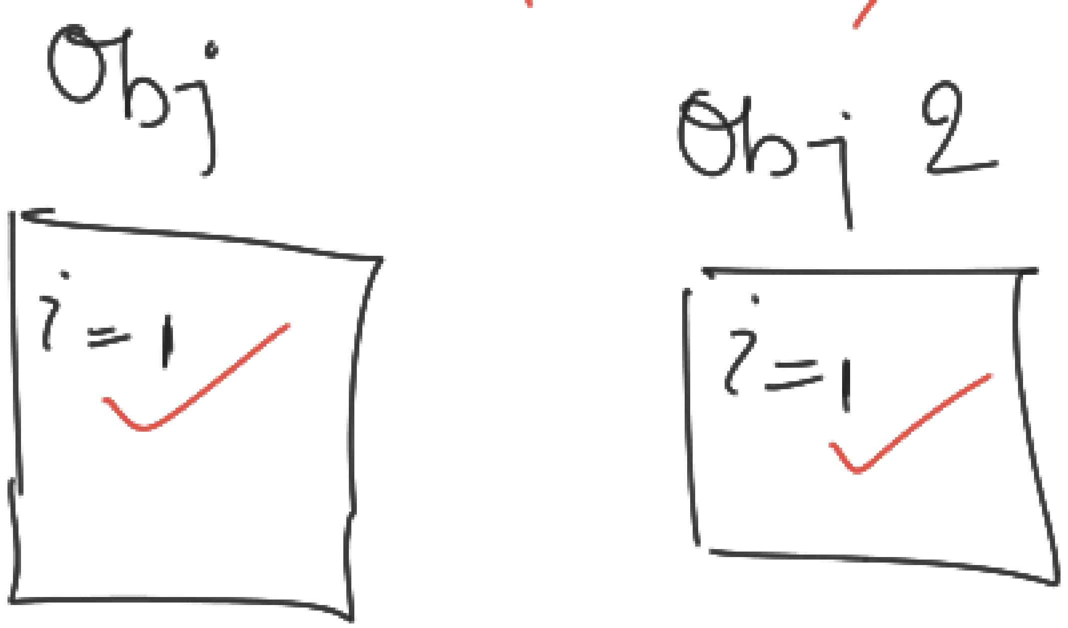
Count++
Emp( ),
i = 0

count++
Emp 2
i = 0

Emp 3 →
i = 0 ✗

```java
class S_NsVar{
    int i;
    static int count;
    S_NsVar(){
        i++;
    }
    public static void main(String arg[]){
        S_NsVar obj = new S_NsVar();
        System.out.println("i: "+(obj.i)); //0
        obj.i++;
        S_NsVar obj2 = new S_NsVar();

        System.out.println("i: "+(obj2.i)); //0

    }
}
```

count++; = 1



Output

i = 1
i = 1

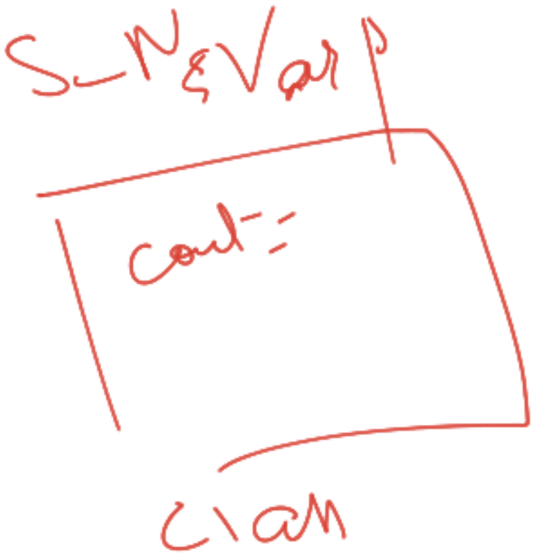
class Abc{
void display(){
S_NsVar.count = 1;
}
}

Count = 1
Count : 2
= 20

Static Variable
||
Class Variable
can be called with
ClassName.Var

```
class S_NsVar{
    int i;
    public static int count;
    S_NsVar(){
        i++;
        count++;
    }
    public static void main(String arg[]){
        S_NsVar obj = new S_NsVar();
        System.out.println("i: "+obj.i); //1

        System.out.println("Count: "+count);
        S_NsVar obj2 = new S_NsVar();

        System.out.println("i: "+(obj2.i)); //1

        System.out.println("Count: "+(S_NsVar.count));

        Abc abc =new Abc();
        abc.display();
    }
}

class Abc{
    static void display(){
        System.out.println("Count: "+(S_NsVar.count));
    }
}
```

non-static



Class

Abc.display();

```
{
    S_NsVar ob = new S_NsVar();
    sout("count-Abc: " + ob.count);
}
```

Abstract – method → method with no body

Abstract class → A class which contain atleast one abstract method

Abstract class – no obj can create

to use → inherit

abstract class Abc{

abstract void greet(); //Abs → override

void sayGM(){

System.out.println("Good Morning"); //non-Abs

}

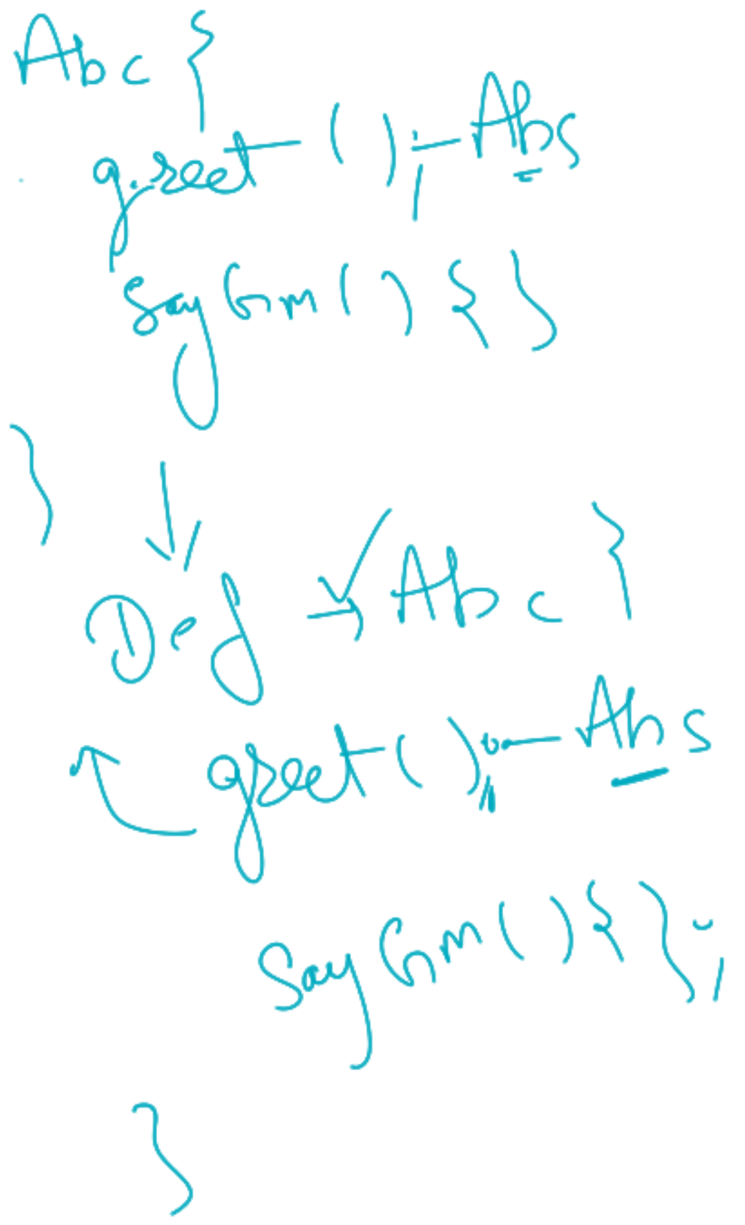
}

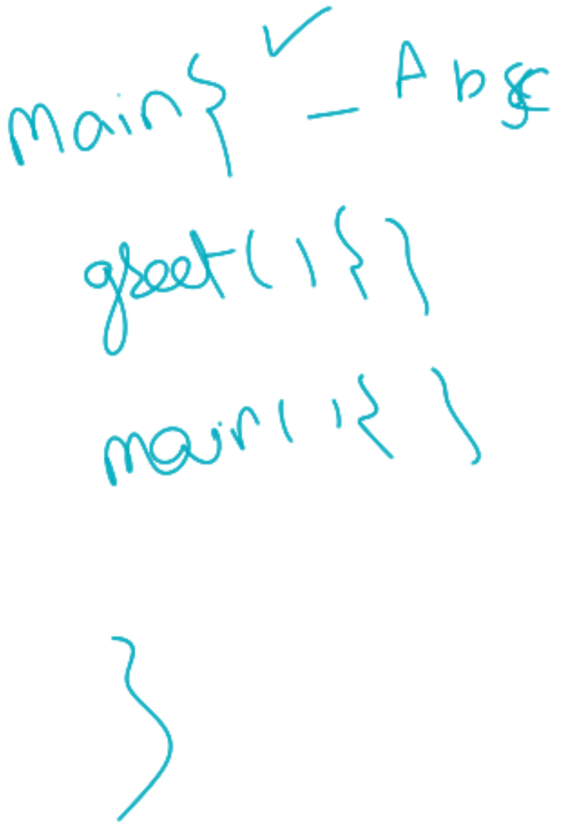
class Def extends Abc{

void greet(){ ——— }

}

```
abstract class Abs{
    abstract void greet();

    void sayGm(){
        System.out.println("Good Morning");
    }
}

class Def extends Abs{

    void sayGa(){
        System.out.println("Good afternoon");
    }
}
class Main extends Abs{
    void greet(){
        System.out.println("You're welcome");
    }
    public static void main(String[] args) {
            Main obj = new Main();
            obj.greet();
            obj.sayGm();
    }
}
```





Interface