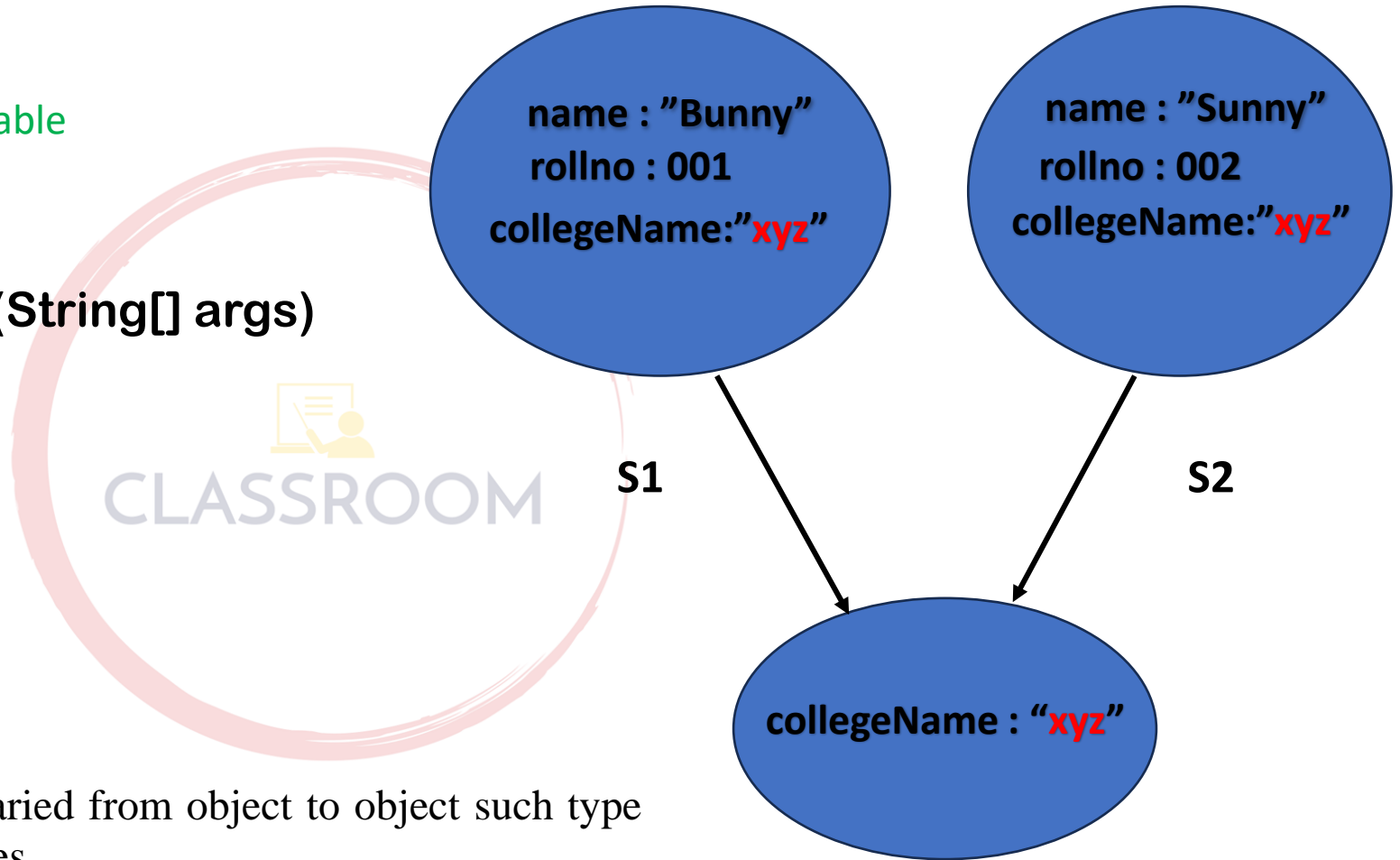


Static variables

Class Student

```
{  
    String name; // instance variable  
    int rollno;  
    static String collegeName;  
    public static void main(String[] args)  
    {  
  
    }  
}
```



- If the value of a variable is not varied from object to object such type of variables is called static variables.

Static variables declaration

Class Student

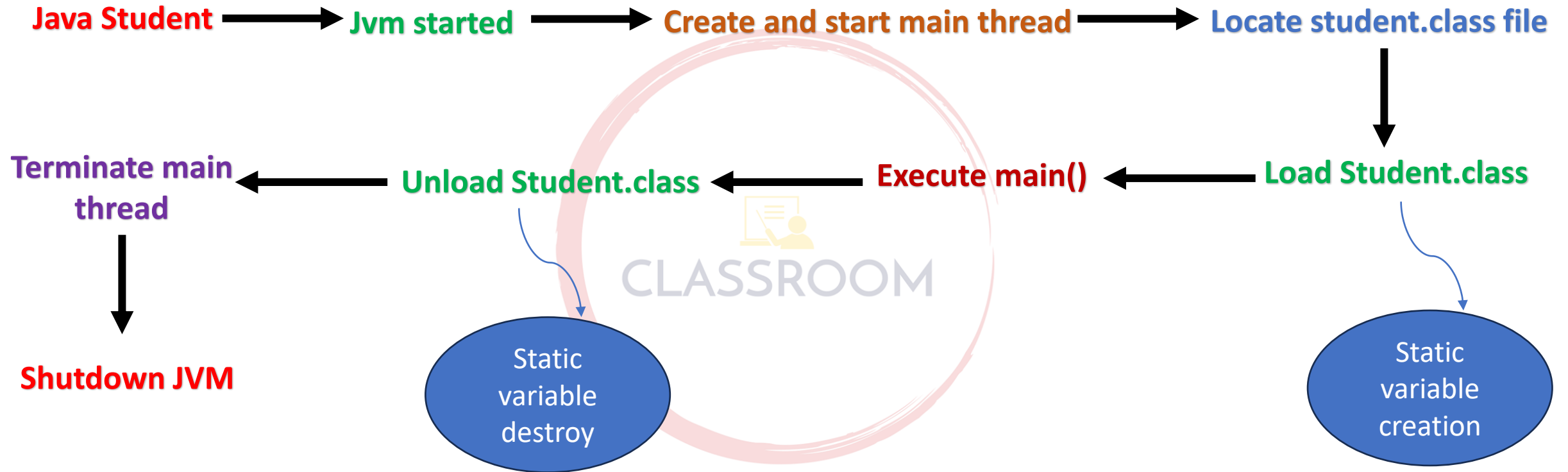
```
{  
    static String collegeName; // static variable  
  
    Student()  
    {  
        //constructor area  
    }  
  
    public static void main(String[] args)  
    {  
        //method area  
    }  
}
```

- We can declare static variable within the class anywhere, but outside of the constructor, block or any method.



Static variables creation

- Static variable will be created at the class loading and destroy at class unloading.



- So, the scope of static variable is same as **.class file**.

How to access static variables ?

Class Student

```
{  
    static String collegeName = " xyz" // static variable  
    public static void main(String[] args)  
    {  
        Student s = new Student();  
        System.out.println( s.collegeName ); // xyz  
        System.out.println( Student.collegeName ); // xyz  
        System.out.println(collegeName ); // xyz  
    }  
    public void display()  
    {  
        System.out.println( collegeName );  
    }  
}
```

➤ but best recommended to use ClassName

➤ So, it means we can access static variables within the class directly from anywhere either instance or static area.