**Program on static variable**

//Java Program to demonstrate the use of static variable

**class** Student

**{**

**int** rollno;//instance variable

   String name;

**static** String college ="VESIT";//static variable

   //constructor

   Student(**int** r, String n)

{

   rollno = r;

   name = n;

   }

   //method to display the values

**void** display ()

{

System.out.println(rollno+" "+name+" "+college);

}

}

//Test class to show the values of objects

**public** **class** TestStaticVariable1

{

**public** **static** **void** main(String args[])

{

 Student s1 = **new** Student(111,"Amar");

 Student s2 = **new** Student(222,"Akbar");

 //we can change the college of all objects by the single line of code

 //Student.college="BBDIT";

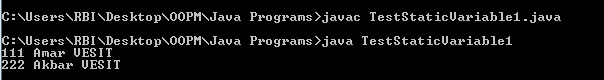
 s1.display();

 s2.display();

 }

}

Output:



**Program of counter without static**

//Java Program to demonstrate the use of an instance variable

//which get memory each time when we create an object of the class.

**class** Counter

{

**int** count=0;//will get memory each time when the instance is created

Counter()

{

count++;//incrementing value

System.out.println(count);

}

**public** **static** **void** main(String args[])

{

//Creating objects

Counter c1=**new** Counter();

Counter c2=**new** Counter();

Counter c3=**new** Counter();

}

}

Output:

1

1

1

**Program using static**

//Java Program to illustrate the use of static variable which

//is shared with all objects.

**class** Counter2

{

**static** **int** count=0;//will get memory only once and retain its value

Counter2()

{

count++;//incrementing the value of static variable

System.out.println(count);

}

**public** **static** **void** main(String args[])

{

//creating objects

Counter2 c1=**new** Counter2();

Counter2 c2=**new** Counter2();

Counter2 c3=**new** Counter2();

}

}

Output:

1

2

3