

# With statics

```
class ClassWithStatic {  
    static int noOfInstances=0;  
    ClassWithStatic() {  
        noOfInstances= noOfInstances+1;};  
}
```

```
ClassWithStatic cws1, cws2, cws3;
```

```
cws1 = new ClassWithStatic();  
cws2 = new ClassWithStatic();  
cws3 = new ClassWithStatic();
```

# Without statics?

```
class Set{
    int noOfInstances=0;
    class ClassWithoutStatic {
        ClassWithoutStatic(){
            noOfInstances= noOfInstances+1;
        };
    }
}
```

```
Set s = new Set();
```

```
Set.ClassWithoutStatic sc1, sc2, sc3;
```

```
sc1 = s.new ClassWithoutStatic();
```

```
sc2 = s.new ClassWithoutStatic();
```

```
sc3 = s.new ClassWithoutStatic();
```

```
class Set{
    int noOfInstances=0;
    class ClassWithoutStatic {
        ClassWithoutStatic(){
            noOfInstances= noOfInstances+1;
        };
    }
}
```

```
Set s1 = new Set();
Set s2 = new Set ();
```

```
s1.new ClassWithoutStatic();
s1.new ClassWithoutStatic();
s1.new ClassWithoutStatic();
```

```
s2.new ClassWithoutStatic();
s2.new ClassWithoutStatic();
s2.new ClassWithoutStatic();
```