

The `static` keyword

What does this program print?

What does this program print out? As a part of your answer, draw a call stack and heap diagram (i.e., a “boxes and arrows” diagram). Your diagram should reflect the state of the program *after* the last call to the `println` method, but before `main` returns. In other words, `main` should be the only method with a stack frame on the call stack.

```
class Point {
    public int x;
    public int y;
    public static int z;

    public Point(int x, int y, int z) {
        this.x = x;
        this.y = y;
        this.z = z;
    }
}

class Program {
    public static void main(String[] args) {
        Point p1 = new Point(1,1,1);
        Point p2 = new Point(3,3,3);

        int dx = Math.abs(p1.x - p2.x);
        int dy = Math.abs(p1.y - p2.y);
        int dz = Math.abs(p1.z - p2.z);

        System.out.println("Distance between points on the x axis is: " + dx);
        System.out.println("Distance between points on the y axis is: " + dy);
        System.out.println("Distance between points on the z axis is: " + dz);
    }
}
```