**Static Members:**

* A non-static class can contain static methods, fields, properties, or events.
* The static member is callable on a class even when no instance of the class has been created.
* The static member is always accessed by the class name, not the instance name.
* Only one copy of a static member exists, regardless of how many instances of the class are created.
* Static methods and properties cannot access non-static fields and events in their containing type, and they cannot access an instance variable of any object unless it's explicitly passed in a method parameter.
* Static methods can be overloaded but not overridden, because they belong to the class, and not to any instance of the class.
* C# does not support static local variables (that is, variables that are declared in method scope).