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Static Classes

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Static Classes

- Non-static class can contain only "static members".
- We can't create object for static class.
- To access static class's member:
- Syntax: ClassName.MemberName
- Advantage: We can avoid accidental creation of object for the class, by making it as "static class".
- Use "static class", when you want to create "only static members"; Use "non-static class", when you want to create "only non-static members" or "combination of non-static members and static members".

Static Class - Syntax

```
static class ClassName
{
    static fields
    static methods
    static constructors
    static properties
    static events
}
```

Class (vs) Static Classes - Inheritance and Object

Class Type	Can Inherit from Other Classes	Can Inherit from Other Interfaces	Can be Inherited	Can be Instantiated
Normal Class	Yes	Yes	Yes	Yes
Abstract Class	Yes	Yes	Yes	No
Interface	No	Yes	Yes	No
Static Class	No	No	No	No

Class (vs) Static Classes - Members

Class Type	Non-Static Fields	Non-Static Methods	Non-Static Constructors	Non-Static Properties	Non-Static Events	Non-Static Destructors	Constants	Static Fields	Static Methods	Static Constructors	Static Properties	Static Events	Virtual Methods	Abstract Methods	Automatic Properties	Non-Static Indexers
Normal Class	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	Yes	Yes
Abstract Class	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Interface	No	No	No	No	No	No	No	No	No	No	No	No	No	Yes	Yes	No
Static Class	No	No	No	No	No	No	Yes	Yes	Yes	Yes	Yes	Yes	No	No	Yes	No