

## C# Static Method and Variables

Whenever you write a function or declare a variable, it **doesn't** create an instance in a memory until you create an object of the class.

But if you declare any function or variable with a **static** modifier, it directly creates an instance in a memory and acts globally. The static modifier doesn't reference any object.

**How to:** It is very easy to create static modifier with variables, functions and classes. Just put **static** keyword before the return data type of method.

```
namespace Static_var_and_fun
{
    class number
    {
        // Create static variable
        public static int num;
        //Create static method
        public static void power()
        {
            Console.WriteLine("Power of {0} = {1}", num, num * num);
            Console.ReadLine();
        }
    }
    class Program
    {
        static void Main(string[] args)
        {
            Console.Write("Enter a number\t");
            number.num = Convert.ToInt32(Console.ReadLine());
            number.power();
        }
    }
}
```

### Output

Enter a number 7

Power of 7 = 49 \_\_\_\_