***Static:***

Static is the class variable. It is basically a block of memory that is used by the program constantly thus the address remains the same but the stored value alters as we increment or decrement the value added or subtracted. If we don’t use static keyword and increment the value , the same value would be printed whenever the object would be created and a specific value would be assigned to the particular address, thus static key word is very integral.

Note that firstly we added 9 in the location but after some time the address hold the value of 5 and after sometime the same address hold the value of 5. Thus the block of memory is used until the program is ended. Static data member is common to all objects. Either private or public. The static data members can only access static member functions. Thus the static member functions can only access the static member functions. By default, the static data member always equals to zero. Note that pointer can also be static.