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Static data members

The data members which are extentiated outside the main function and are equal to zero by default. The static data members don’t need any initialization inside the class and on the other hand the static data members are used and preferred as compared to the simple integer/char/string/float. Thus are the more effective way of handling the numbers when it comes to continuation/increment/decrement. Thus when we use the simple data types , the continuation disrupts and it fails to manufacture the continued variant. The important thing about the static data members is that we definitely need to initialize the separately other wise the initialization fails , thus are explicit in nature. Thus the static data member can runs the same as the number of objects created.

**Constant data members**

The data members that are constant in nature and cant be changed by the user despite of the fact that we can take input from the user but we cant change it if the programmer doesn’t wants it to be changed. They are used by the programmer to save the obtained result or entered data to be changed by the consumer. The object can be constant too as the member function and data member. The constant object can only access constant member functions. The object displays error when trying to access the nonconstant member functions.