

JOP

Keyword

- Copy constructor
- class composite
- static
- \ const

SHALLOW COPY

CAMP1 VALUES

int
double
:

object:

pointer

(10)

STATIC

```
void fun() {  
    int a = 10;  
    :  
}
```

```
int main() {  
    fun();  
    a = 20;  
}
```

STATIC

```
void fun() {
```

```
    static int a = 10;
```

```
}
```

```
int main() {
```

```
    fun();
```

```
}
```

LOCAL

/path/to/code

└ .git

└ static.cpp

⋮

static.cpp

ADD



static.cpp

COMMIT



static.cpp

PUSH



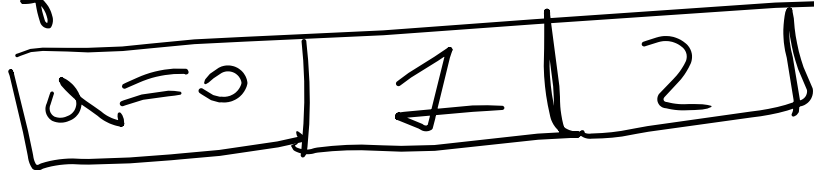
REMOTE

static.cpp

STATIC

```
fun() {  
    static int a = 0;  
    a++;  
}
```

fun(); fun(); fun();



NON STATIC

```
fun() {  
    int a = 0;  
    a++;  
}
```

fun(); fun(); fun();



STATIC IN OOP

```
class A {
```

```
    int a = 0;
```

```
    static int b = 0;
```

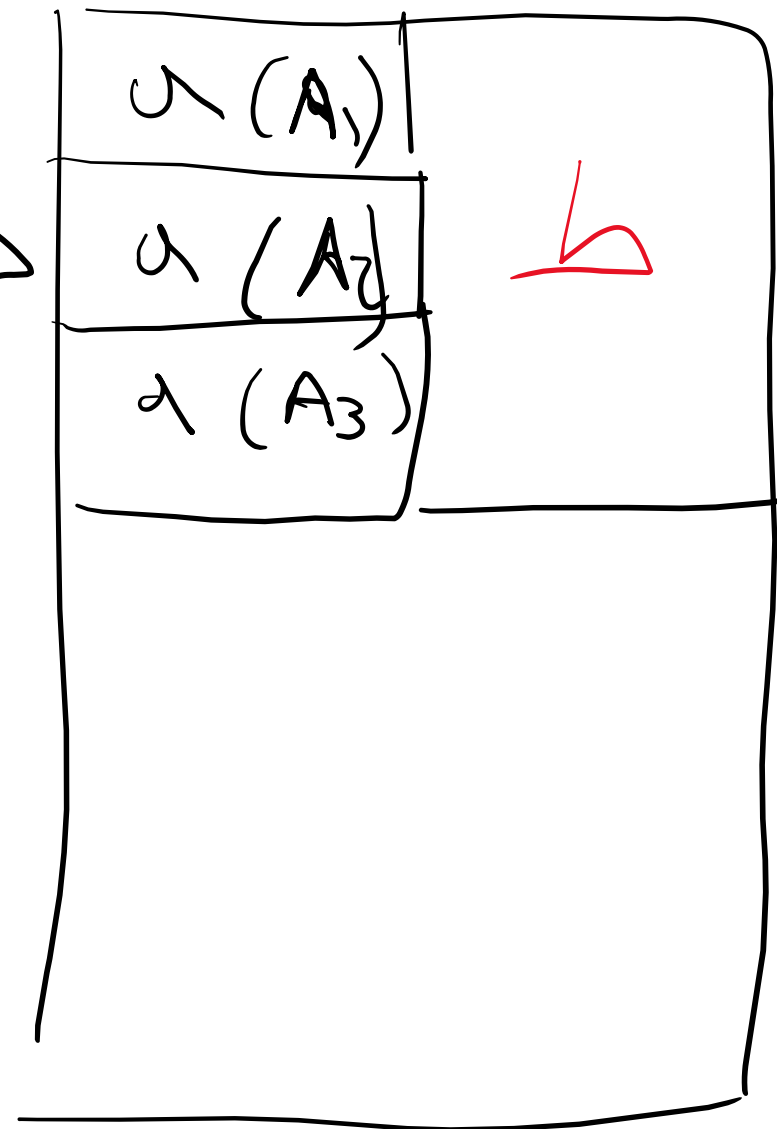
```
}
```

variabile di
istanza

variabile di
classe

class A
int a
static int b

A a₁
A a₂
A a₃



CONST

VALORI COSTANTI

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