Static variables
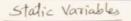- They have local scope but remain in memory thru out the execution of program
- They are created in code section
- They are history-sensitive

```
Void fun()
{
        static int v=0;

        int a=10;
        v++:
        cout<<a<<" "<<v;
}

Int main()
{
        fun();
        fun();
        fun();
}
```

```
void fun( )
{
  static int v=0;

    int a=5;
    v++;
    cout << a <<" " << v;
}

main()
{
    fun();——5  1
    fun();——5  2
    fun(); ——5 3
}
```

main

fun

main

Heap

Stack

v

∅₁

Code