Static Allocation

Global variables are an example of static objects.

The instructions that constitute a program's machine code can be thought of as statically allocated objects.

Variables that are local to a single subroutine, but retain their values from one inovcation to the next; their *space* is statically allocated.

Numeric and **String-valued** constant literals are statically allocated.

a Statically allocated objects whose value shoud not change during program execution are often allocated in protected, read-only memory, so that any inadvertent attempt to write to them will cause a processor interrupt, allowing the operating system to announce a run-time error.