

# (Static) Initialize Static Members & Constructors

Tuesday, January 5, 2021 12:37 AM

- Initialize static data before creating an instance.
- Called first since it's shared across all instances.

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  Unity Script | 0 references
6  public class ChallengePlayer : MonoBehaviour
7  {
8      // Update is called once per frame
9      Unity Message | 0 references
10     void Update()
11     {
12         if (Input.GetKeyDown(KeyCode.Space))
13         {
14             HelperMethods.ObjectColorChange(this.gameObject);
15         }
16     }
17
18     7 references
19     public class Employee
20     {
21         public int employeeID;
22         public string first, last;
23         public int salary;
24
25         public static string company;
26
27         5 references
28         public Employee()
29         {
30             Debug.Log("Instance Members Initialized");
31         }
32
33         0 references
34         static Employee()
35         {
36             company = "GameDevHQ";
37             Debug.Log("Static Members Initialized");
38         }
39     }
40
41     0 references
```

```
33     }
34
35     0 references
36     void Start()
37     {
38         Employee e1 = new Employee();
39         Employee e2 = new Employee();
40         Employee e3 = new Employee();
41         Employee e4 = new Employee();
42         Employee e5 = new Employee();
43     }
44
45     // Output: "Static Members Initialized" (1)
46     // "Instance Members Initialized" (1)
47     // "Instance Members Initialized" (1)
48     // "Instance Members Initialized" (1)
49     // "Instance Members Initialized" (1)
50     // "Instance Members Initialized" (1)
51 }
52 }
53
```