```cpp
#include<iostream>

#include<conio.h>


int i=10;                          //global variable

static int j = 20;  //global static variable


class Demo

{

public:

        int c;                              //data member

        static int d;              //static data member


public:

        void fun()                          //non - static funcion both static and non-static data members accessible

        {

                this->c = 60;

                std::cout<<"non-static data member - "<<c<<std::endl<<"static data member - "<<d<<std::endl;

        }

        static void gun()

        {

                static int a = 100;

                std::cout<<"Local static - "<<a<<std::endl;

                a++;

                std::cout<<"Static data member - "<<d<<std::endl;

        }

};
```

```cpp
        int Demo::d=100;                        //static variable initialization



int main()
{
        int a = 30;                 //local variable
        static int b = 40; //local static acceptible in C++ not in JAVA


        std::cout<<a<<std::endl<<b<<std::endl;
        std::cout<<std::endl;


        Demo d;
        d.fun();
        std::cout<<std::endl;
        Demo::gun();
        std::cout<<std::endl;
        Demo::gun();
        std::cout<<std::endl;
        Demo::gun();
        std::cout<<std::endl;
        std::cout<<std::endl<<std::endl;



        Demo d1;
        d1.c=10;
        std::cout<<"Non-static "<<d1.c<<std::endl<<"Static "<<d1.d<<std::endl;


        Demo d2;
```

```cpp
        d1.c=20;

        std::cout<<"Non-static "<<d1.c<<std::endl<<"Static "<<d1.d<<std::endl;


        Demo d3;

        d1.c=30;

        std::cout<<"Non-static "<<d1.c<<std::endl<<"Static "<<d1.d<<std::endl;


        std::cout<<std::endl<<std::endl<<"After changing values"<<std::endl;

        (d1.c)++;

        (d1.d)++;




        d1.c=10;

        std::cout<<"Non-static "<<d1.c<<std::endl<<"Static "<<d1.d<<std::endl;

        d1.c=20;

        std::cout<<"Non-static "<<d1.c<<std::endl<<"Static "<<d1.d<<std::endl;

        d1.c=30;

        std::cout<<"Non-static "<<d1.c<<std::endl<<"Static "<<d1.d<<std::endl;

        std::cout<<std::endl<<std::endl;




        getch();

        return 0;

}


/*
```

30

40

non-static data member - 60

static data member - 100

Local static - 100

Static data member - 100

Local static - 101

Static data member - 100

Local static - 102

Static data member - 100

Non-static 10

Static 100

Non-static 20

Static 100

Non-static 30

Static 100

After changing values

Non-static 10

Static 101

Non-static 20

Static 101

Non-static 30

Static 101

*/