

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();  
}
```