

```
class SpaceInvader
{
    static SpaceInvader()
    {
        Console.WriteLine("Aliens detected!");
    }

    public SpaceInvader()
    {
        Console.WriteLine("SpaceInvader instantiated.");
    }

    public static void Beep()
    {
        Console.WriteLine("* beep beep *");
    }
}
```

"* beep beep *"

"SpaceInvader instantiated."

Nothing is printed.

"Aliens detected!"



Correct! The static constructor is invoked before a static member is accessed or the type is instantiated.

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