Static Keyword

Static variables are great because they're initialized once and will only delete at the end of a program.

Static variable characteristics

- If you're creating a *static int*, it will be automatically initialized to 0 instead of any value when creating a normal *int*
    - Example
        - static int foo;
            - Will be equal to 0
        - int foo;
            - Will be equal to some random number
- Since a static will be forever an object until the program ends, instantiation in a function for example will not recreate the static variable
    - Example
    -

```
void foo() {
    // Set to 0 automatically
    static int temp;

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

    // Will be 1 on the next function call
    temp++;
}
```

Static function characteristics

- Creates a function within a class that may be used within a **class object** being instantiated