

02-07-2024

STATIC MEMBER :-

SYNTAX:- static type name;

An objectless member is called static. only 1 copy of ~~one~~ member is created for an entire class even though we have any number of objects.

It is also called instance (or) class member.

It is created before main execution start.

Ex:-

→ Using namespace std;

#include <iostream>

class abc

{ private: int a, b;

public: static int c;

public: void get()

{ cout << "enter a, b" << endl;

cin >> a >> b;

}

void put()

{ cout << a << b;

}

};

INSTANCE MEMBERS  
[OR]

NON-STATIC MEMBERS

CLASS MEMBERS  
[OR]

STATIC MEMBERS



```
int abc::c = 7;
```

∴ → scope

```
main()
```

O/P:- 7777

```
{  
    cout << abc::c;  
    abc p, q, r;  
    cout << p.c << q.c << r.c << abc::c;  
}
```

Ex:-

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→ using namespace std;

```
#include <iostream>
```

```
class abc
```

```
{
```

```
    public:
```

```
    static void display()
```

```
{
```

```
    cout << "hello display";
```

```
}
```

```
};
```

```
main()
```

```
{
```

```
    abc::display();
```

```
}
```

O/P:-

hello display