```cpp
#include<iostream>
using namespace std;

class Box{
public:
static int objectCount;

// Constructor definition
Box(double l =2.0,double b =2.0,double h =2.0){
cout<<"Constructor called."<<endl;
    length = l;
    breadth = b;
    height = h;

// Increase every time object is created
objectCount++;
}
double Volume(){
return length * breadth * height;
}
static int getCount(){
return objectCount;
}

private:
double length;// Length of a box
double breadth;// Breadth of a box
double height;// Height of a box
};

// Initialize static member of class Box
```

```cpp
int Box::objectCount=0;

int main(void){
// Print total number of objects before creating object.
cout<<"Inital Stage Count: "<<Box::getCount()<<endl;

Box Box1(3.3,1.2,1.5);// Declare box1
Box Box2(8.5,6.0,2.0);// Declare box2

// Print total number of objects after creating object.
cout<<"Final Stage Count: "<<Box::getCount()<<endl;

return 0;
}
```

```cpp
#include<iostream>
using namespace std;
void Test()
{
        static int x=1;
        x=++x;
        int y=1;
        y=++y;
        cout<<"x="<<x;
        cout<<"y="<<y;

}
int main()
{
```

```cpp
        Test();//x=2,y=2

        Test();//x=3,y=2

        Test();//x=4,y=2

        return 0;

}




#include<iostream>

using namespace std;

class Ex

{

        static int x;

        public:

                void function1()

                {

                        x++;

                }

                void function2()

                {

                        cout<<"x="<<x<<"\n";

                }

};

int Ex::x;

int main()

{

        Ex ob1,ob2,ob3;

        cout<<"initial value of x "<<"\n";

        ob1.function2();

        ob2.function2();

        ob3.function2();
```

```cpp
    ob1.function1();

    ob2.function1();

    ob3.function1();

    cout<<"Value of x after calling function1"<<"\n";

    ob1.function2();

    ob2.function2();

    ob3.function2();
}
```