**C# Static**

**Static Class**

Think about “static” as of word "unique" or "one and only". Static class is unique class. **You can't create more objects of that class** and the one you already have doesn't need a name.

Non static class is not unique. Many objects of that class can exist, **but they all need to have names**.

For example: Console, Math classes

**Static members & methods**

* Members and methods that belongs to the Class (not Objects (Instances) of that class)
* Its scope is also defined as public/private
* Use to represent concepts that **should be obeyed by all instances of a class** (can also be constructors, destructors, etc.) 🡪 Instances do not carry the member. The class does!

Text

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