

## Static variables

- They have local scope but remain in memory thru out the execution of program
- They are created in code section
- They are history-sensitive

```
Void fun()
```

```
{
```

```
    static int v=0;
```

```
    int a=10;
```

```
    v++;
```

```
    cout<<a<<" "<<v;
```

```
}
```

```
Int main()
```

```
{
```

```
    fun();
```

```
    fun();
```

```
    fun();
```

```
}
```