**STATIC AND INSTANCE MEMBERS OF CLASS IN C#**

**INSTANCE MEMBER:**

* Instance member have a separate copy for each and every object of the class.
* Instance member belongs to the objects of the class.
* When no static keyword is present the class member is called non-static or instance member.
* Instance or non-static members are invoked using objects of the class.

**Int rollNo;**

**String name;**

**Int rollNo;**

**String name;**

**Int rollNo;**

**String name;**

**Int rollNo;**

**String name;**

**STATIC MEMBER:**

* Static member belongs to the class.
* We can define class members as static using the static keyword.
* When we declare a member of a class as static, it means no matter how many objects of the class are created, there is only one copy of the static member.
* Static variables are used for defining constants because their values can be retrieved by invoking the class without creating an instance of it.
* Static variables can be initialized outside the member function or class definition.
* You can also initialize static variables inside the class definition.
* You can also declare a member function as static.
* Such functions can access only static variables.
* Static member are invoked using class name.

**String SchoolName;**

**Note**: class members can be fields, methods, properties, events, indexers, constructors.