


Static members in a class are elements (fields, methods, or nested classes) that belong to the class itself rather than to instances of the class. This means there is only one instance of the static member shared among all instances of the class.

Static members example in C++ language:

C++ 

```
class MyClass {  
public:  
    // Static variable  
    static int staticVariable;  
  
    // Static method  
    static void staticMethod() {  
        cout<<"EasyExamNotes.com"  
    }  
};  
  
// Initialize the static variable (mandatory in C++)  
int MyClass::staticVariable = 0;
```

In C++, you access static members using the class name or through an instance of the class:

C++ 

```
// Accessing static variable  
int value = MyClass::staticVariable;  
  
// Invoking static method  
MyClass::staticMethod();
```

```
// Alternatively, through an instance (not recommended for static  
members)  
MyClass obj;  
int valueFromInstance = obj.staticVariable;  
obj.staticMethod();
```

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