

STATIC  
share memory

```

class X {
private:
    static int counter;
    static int* data;
public:
    X(...) {
        if (counter == 0) {
            data = new int[1000];
        }
        else {
            :
        }
        counter++;
    }
    virtual ~X() {
        counter--;
        if (counter == 0) {
            delete[] data;
        }
    }
};

```

1 per class  
shared by all objects in this class

```

X* obj1 = new X(...);
X* obj2;

```

```
obj2 = new X(...);
```

```

delete obj1;
delete obj2;

```

copy on write: obj2 → change(100);

```
int x::counter = 0;
```