Attributes

- Attributes are defined in the class body.
- Each instance of a class gets its one attributes

```
class Account{
. . . .
private:
    double balance;
};
```

- Attributes of a class behave like usual variables but:
  - Static members must be defined outside the class body.
  - Only the memory classes `static` and `mutable` are allowed.

static

- Static attributes (class attributes) are used by all instances of a class.

- Class attributes
  - Must be defined outside the class
  - Can be used without an instance
  - Should be defined in the source file

```
class Account{
 . . . .
    static int deposits;
};
int Account::deposits = 0;
```