
Subject: static

Posted by [BetoValle](#) on Mon, 10 May 2021 20:45:22 GMT

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Hi,

how i work with static class in u++?

below the compiler displays an error message: lld-link: error: undefined symbol: abc::a

```
class abc{ // (): lld-link: error: undefined symbol: abc::a
```

```
    static String a;
```

```
    static String b;
```

```
public:
```

```
String getabc(){
```

```
    if(a isEqual(""))
```

```
        return "abc";
```

```
    else
```

```
        return a+b;
```

```
}
```

```
static void setabc(String v1,String v2){
```

```
    a=v1;
```

```
    b=v2;
```

```
};
```

```
};
```

```
CONSOLE_APP_MAIN
```

```
{
```

```
    abc::setabc("", "");
```

```
}
```

Thanks
