
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
