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