
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

Subject: Re: static

Posted by [BetoValle](#) on Mon, 10 May 2021 21:34:38 GMT

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Hi, I forgot to initialize after scope class with

```
String abc::a="";
String abc::b="";
```

and also put "static" in String getabc().

now this work!

Thanks
