C++ 语言学习笔记

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第一章　C++17 新功能

1.1　Inline Variables

Before C++17, if your class had any non-const static data members, you had to allocate memory for them. For example, suppose you have the following class definition:

Before C++17

```cpp
class MyClass
{
private:
    static int s_anInt;
    static std::string s_aString;
};
```

Then your source file should contain the following:

Before C++17

```cpp
int MyClass::s_anInt = 42;
std::string MyClass::s_aString = "Hello World!";
```

This is annoying.

C++17 now supports inline variables which allow you to write the MyClass definition as follows:

Before C++17

```cpp
class MyClass
{
private:
    static inline int s_anInt = 42;
    static inline std::string s_aString = "Hello World!";
};
```

This feature makes it easier to write header only classes that contain non-const static data members.

At the time of this writing, Microsoft Visual C++ 2017 does not yet support inline variables.

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