

Static member initialization

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2005-01/0176.html>

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Hello there,
is it possible to initialize such a static member that need some algorithm
for

initializing? What I mean is:

Example: Platform VC++7.1

```
#include <iostream>

using namespace std;

struct A {
    static int ia[10];
}

for(int i=0;i<10;++i) { A::ia[i] = i; } // SYNTAX ERROR: 'for'

int _tmain(int argc, _TCHAR* argv[])
{
    cout << A::ia[5] << endl;
    return 0;
}
```

What is actually missing is a kind of "static constructor" for a class, sort
of

like in Java.

Any ways to do this?

Thx,
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