Static Library

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A **Static Library** or **Statically-Linked Library** is a set of routines, external functions and variables which are resolved in a caller at compile-time and copied into a target application by a compiler, linker, or binder, producing an object file and a stand-alone executable. This executable and the process of compiling it are both known as a static build of the program. Historically, libraries could only be static.

They are usually faster than the shared libraries because a set of commonly used object files is put into a single library executable file. One can build multiple executables without the need to recompile the file. Because it is a single file to be built, use of link commands are simpler than shared library link commands, because you specify the name of the static library.

See: Shared Library

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Last update: **2021/08/05 14:53**