

# Static Library

[Return to Glossary](#)

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](#)

Source: <https://www.geeksforgeeks.org/difference-between-static-and-shared-libraries/>

From:

<https://www.omgwiki.org/dido/> - **DIDO Wiki**

Permanent link:

[https://www.omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.a\\_glossary:s:static\\_library&rev=1628189600](https://www.omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.a_glossary:s:static_library&rev=1628189600)

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

