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A: I'd suggest loading the request output stream as string and then loading the output string with a regexp split, by a literal, followed by the chunk of newlines. Q: php - question about declaring object properties I am really confused about how to declare what properties my object has. I am making a project which uses a database(a GZIP file on server) and would like to make sure that the keys used on the database are the same as the keys used in the object. Lets say for example in this code, what would the second argument be? I have declared some static properties like this: private static \$ _array = array(array("text" => "Text")); public static function GlobalData() { return self::\$_array; } I also have this method: public static function ExtractText(\$obj, \$key){ if(isset(\$obj) && isset(\$key)){ if(isset(\$obj[\$key]) && \$obj[\$key]!=""){ echo \$obj[\$key]; } } } So in my understanding of OOP, any static properties I declare will be 'property names'. If I store \$this, would I be declaring the \$this as the object? \$this->\$key; All my research seems to suggest I am correct about that, but the structure of PHP seems to suggest not. Thanks for any replies UPDATE I have tried this so far: public static function ExtractText(\$obj, \$key){ if(isset(\$obj) && isset(\$key)){ if(isset(\$obj[\$key]) && \$obj[\$key]!=""){ echo \$obj[\$key]; } } } echo ".self::GlobalData()[0]['text']."; echo ".(isset(self::Global

