Strorage / Memory / Calldata

call data is same as memory except it can be only used with function arguments.

If it is calldata then the data/argument cannot be updated inside the function it should be directly passed.

Same applies for return type. Returning state variable of storage type is not implicity convertible to calldata type.

So in short calldata incompatibility error will be thrown at compile time only

    function retreive() view external returns(uint localid, string calldata localname, string calldata localstr)

    {

        return (localCand.id, str, localCand.name);

    }