

Solution Exercise 1

Marek Legris

Roman Pulgrabja
Patrick Neidig

Christian Moses

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1 Idioms

1.1 Argument passing

The preferable choices are 1.3, 2.3 and 3.4 respectively.

```
double square(double value );
```

The value of **value** gets passed, so a new place in memory has to be allocated.

```
double square(double& value );
```

A reference to **value** gets passed, so we don't need a new place in memory, but changes will persist outside of the scope of the function.

```
double square(double const& value );
```

A reference to **value** gets passed, but it can't be changed, which eliminates the last problem.

`std::string_view` prevents copying of string, which eliminates the need of `std::string const& message`, which would be the preferable solution when using an older C++ standard.