

Chapter 8 Tweaks

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- class Widget { // Approach 1:
- Public: // overload for
- void addName(const std::string& newName) // lvalues
- and
- { names.push_back(newName); } // rvalues
-
- void addName(std::string&& newName)
- { names.push_back(std::move(newName)); }
- ...
- private:
- std::vector<std::string> names;
- };

- class Widget { // Approach 2:
- Public: // use
- universal
- template<typename T> // reference
- void addName(T&& newName)
- { names.push_back(std::forward<T>(newName)); }
- ...
- };

- class Widget { // Approach 3:
- public: // pass by values
- void addName(std::string newName)
- { names.push_back(std::move(newName)); }
- ...
- };