

Constant Variables

- `const int buffersize = 100;`
 - buffersize requires memory, has a type, is a variable
- Commonly used in function parameters
 - Passing by reference/pointer should always be defined as constant if you do not change their values in the function.
 - `int compare(const Student& s1, const Student& s2)`
 - Passing by reference is often better than passing by value
 - Copying a pointer vs. copying what a point points to
- If a data member is specified as a constant, then it can only be initialized through the member initialization list of the constructor.
 - `Student(string name):_studentName(name) {...}`