

Search: Go

Not logged in
[register](#) [log in](#)

C++

[Information](#)
[Tutorials](#)
[Reference](#)
[Articles](#)
[Forum](#)

Reference

C library:
Containers:
Input/Output:
<fstream>
<iomanip>
<ios>
<iosfwd>
<iostream>
<iostream>
<ostream>
<sstream>
<streambuf>
Multi-threading:
Other:

<iostream>

class templates:

basic_iostream
basic_istream

classes:

iostream
istream
wiostream
wistream

manipulators:

ws

iostream

iostream::iostream
iostream::~~iostream

protected members:


iostream::operator=
iostream::swap

Networking 4 Game De...

64 Network DO's and DON'Ts for Game Developers

● ○

protected member function

std::**iostream::operator=**  <iostream> <iostream>

```

copy (1) iostream& operator= (const iostream&) = delete;
move (2) iostream& operator= (iostream&& rhs);

```

Move assignment

Exchanges all internal members between *rhs* and **this*, except the pointer to the associated *stream buffers*: *rdbuf* shall return the same in both objects as before the call.

This is the same behavior as calling member `iostream::swap`.

Derived classes can call this function to implement move semantics.

Parameters

rhs

Another `istream` object.

Return Value

*this

Data races

Modifies both stream objects (**this* and *rhs*).

Exception safety

No-throw guarantee: this member function never throws exceptions.

See also

istream::swap

Swap internals (protected member function)

Home page | Privacy policy

© cplusplus.com, 2000-2015 - All rights reserved - v3.1

Spotted an error? contact us