

const Correctness in C++

Partly taken from Items #3, #21, & #28
Effective C++ (3rd edition), by Scott Meyers

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Motivation

const & Pointers

const & Functions

const Parameters

const Return Value

Need 2 `[[s`



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1. Motivation

- Permits specification of semantic constraints
- Enlists aid of compiler to enforce constraint
- Enables communication with compiler & other programmers



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1.1. Usage: Classes

- Can be used in classes for:
 1. pointers
 2. static or non-static data
 3. Function declarations: return value, params & whole fn
- Item 29: using const with a return value can make it possible to improve the safety and efficiency of a function that would otherwise be problematic.



1.2. Usage: Outside Classes

- global or namespace constants
- static objects

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2. const & Pointers

```
#include <iostream>
```

```
class A{  
public:  
    A(int n) : number(n) {}  
    int getNumber() const { return number; }  
    void setNumber(int n) { number = n; }  
private:  
    int number;  
};
```



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```
int main() {  
    // non-const pointer, non-const data  
    A *a = new A(17);  
  
    // non-const pointer, const data  
    const A *b = new A(18);  
    b = a; // error: b->setNumber(17);  
  
    // const pointer, non-const data  
    A * const c = new A(19);  
    c->setNumber(99); // error: c = b;  
  
    // const pointer, const data;  
    // can only call const functions  
    const A * const d = new A(20);  
    return 0;  
}
```



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3. `const` & Functions

- All functions can have `const` parameters
- All functions can return a `const` value
- For member functions, the whole function can be `const`

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4. const Parameters

The `operator<<` for `string` won't compile; but it's not because of `operator<<`

```
class string {  
public:  
    char* getBuf() { return buf; }  
private:  
    char *buf;  
};  
ostream&  
operator<<(ostream& out, const string& s) {  
    return out << s.getBuf();  
}
```

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5. const Return Value

Assignment to result of binary operators is not permitted for built-in types:

```
int i, j, k;  
(i+j)=k; // this won't compile!
```

User-defined types s/ behave the same as built-in types. We can make this happen by making operator+ return const:

```
const string operator+(const char*) const;  
const string operator+(const string&) const;  
string a, b, c;  
(a+b)=c;
```

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5.1. const Return: Assignment

The following works for built-in types:

```
int i, j, k;  
(i=j)=k; // this compiles fine
```

So we permit it for user defined types;

```
string& operator=(const string& rhs);  
string a, b, c;  
(a=b)=c;
```

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5.2. Return value for []s

We can use *const* to preserve const-ness:

```
const char& operator[] (int index) const;  
char& operator[] (int index);
```

```
string s1 = "Hello";  
cout << s1[0]; // calls non-const []  
s1[0] = 'x';   // writing non-const string
```

```
const string s2 = "World";  
cout << s2[0]; // calls const []  
s2[0] = 'x';   // error! Writing const string
```



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5.3. By-value Return

It's never legal to modify the return value of a function that returns a built-in type. Thus, the following won't compile:

```
char operator[] (int index) const;  
s[0] = 'x'; // This won't compile!
```

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6. Need 2 []s

The following [] won't preserve const-ness:
`char& operator[] (int index);`

```
string s = "I'm not constant";  
s[0] = 'x'; // this is okay:s isn't const
```

```
const string cs = "I'm constant";  
cs[0] = 'x'; // modifies the const string,  
             // but compilers won't notice
```

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6.1. Cannot distinguish r/l-value

```
const char& operator[](int index) const;  
char& operator[](int index);
```

Why would you want to distinguish?
It's useful in reference counting because
reads can be much less expensive to
implement than writes.

To distinguish: use a proxy class.

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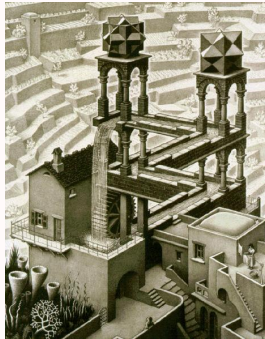


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