Special case: optional
 bool> and optional<T*>

This lesson highlights a case where using std::optional is not recommended.

While you can use optional on any type, you need to pay attention when trying to wrap boolean or pointers.

optional

op

What's more, it might be confusing to use such type because optional

converts to bool. Also, if there's a value inside then accessing that value returns bool.

Likewise, you have a similar ambiguity with pointers:

```
#include <iostream>
#include <optional>
using namespace std;

int main() {
    std::optional<int*> opi { new int(10) };
    if (opi && *opi)
    {
        std::cout << **opi << std::endl;
        delete *opi;
    }
    if (opi)
        std::cout << "opi is still not empty!";
}</pre>
```

Don't try doing it this way, it's just an example!

In the above example, you have to check opi to see if the optional is empty or not, but then the value of opi can also be nullptr.

The pointer to int is naturally "nullable", wrapping it into optional makes it

confusing to use.

Our discussion on std::optional has come to an end. Move to the next lesson for a summary of all that we have learned.