

void func(double); void func(double)const; void func(float) = delete;

};

{
 B bx;

}

int main()

bx.func(2.3); bx.func(10); bx.func(1.2f);

```
class C {
int mx = 0;
mutable int my = 10;
public:
void f();
void cf()const;
C *func() const
{
mx = 12;
my = 23;
f();
cf();
return this;
};
void g()
const C cx;
cx.f();
cx.cf();
```

```
class D {
public:
void func();
void foo()
 func();
 foo();
 D::func();
this->func();
(*this).func();
this->D::func();
}
};
void g(D dx)
dx.func();
dx.D::func();
}
```

```
class E {
  int x(int) { return 1; }
public:
  void foo();
};

int x = 20;

void E::foo()
{
  if (auto x = ::x + 5; x > 10)
    x = this->x(x);

++x;
  auto val = x(::x);
  E::x(::x);
}
```

```
class F {
  int mx = 10;
public:
  void func(F& rf)const;
};

F fg;

void F::func(F& rf)const
{
  F local_f;

  fg.mx = 45;
  rf.mx = 55;
  local_f.mx = 65;
  F::mx = 75;
}
```

```
class G {
void f(int);
void f(double);
public:
void f()
 f();
f(12);
 f(1.2);
f(2.3f);
 f(4u);
}
};
void g()
{
f();
G::f()
}
```

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