

# Equivalence in cross-compilation compiler warnings

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# Cross-compilation?

“A cross compiler is a compiler capable of creating executable code for a platform other than the one on which the compiler is running”.

# Not that

“Equivalence in cross-platform compiler warnings”?

Basically:

- We have a large (legacy) codebase.
- Used to build many different products.
- Build for both Windows and Linux.
- How can we make sure that code that compiles for one platform also compiles for the other?

# Compiler flags

- MSVC (Visual Studio) for Windows
  - /W4 – Level 4
  - /WX – Treat warnings as errors
  - Also:
    - /permissive- <https://blogs.msdn.microsoft.com/vcblog/2016/11/16/permissive-switch/>
- GCC for Linux
  - -Wall – All (for some previously defined value of all).
  - -Wextra – Extra
  - -Wconversion - Warn for implicit conversions that may alter a value.
  - -Werror – Treat warnings as errors.
  - Also:
    - -Wpedantic - Warnings demanded by strict ISO C++
    - <https://kristerw.blogspot.co.nz/2017/09/useful-gcc-warning-options-not-enabled.html>

# Other MSVC flags – disable

Flag	Description
<a href="#">/wd4127</a>	C4127 conditional expression is constant
<a href="#">/wd4221</a>	C4221 nonstandard extension used : 'identifier' : cannot be initialized using address of automatic variable
<a href="#">/wd4251</a>	C4251 'identifier' : class 'type' needs to have dll-interface to be used by clients of class 'type2'
<a href="#">/wd4265</a>	C4265 'class' : class has virtual functions, but destructor is not virtual
<a href="#">/wd4351</a>	C4351 new behavior: elements of array 'array' will be default initialized
<a href="#">/wd4373</a>	C4373 '%\$S': virtual function overrides '%\$pS', previous versions of the compiler did not override when parameters only differed by const/volatile qualifiers
<a href="#">/wd4718</a>	C4718 'function call' : recursive call has no side effects, deleting
<a href="#">/wd4996</a>	C4996 The compiler encountered a deprecated declaration.

# Other MSVC flags – enable

Flag	Description
<a href="#">/w14062</a>	C4062 enumerator 'identifier' in switch of enum 'enumeration' is not handled
<a href="#">/w14191</a>	C4191 'operator/operation' : unsafe conversion from 'type of expression' to 'type required'
<a href="#">/w14242</a>	C4242 'identifier' : conversion from 'type1' to 'type2', possible loss of data
<a href="#">/w14244</a>	C4244 'conversion' conversion from 'type1' to 'type2', possible loss of data
<a href="#">/w14254</a>	C4254 'operator' : conversion from 'type1' to 'type2', possible loss of data
<a href="#">/w14296</a>	C4296 'identifier' : 'const' automatic data initialized with compiler generated default constructor produces unreliable results
<a href="#">/w14302</a>	C4302 'conversion' : truncation from 'type 1' to 'type 2'
<a href="#">/w14311</a>	C4311 'variable' : pointer truncation from 'type' to 'type'
<a href="#">/w14355</a>	C4355 'this' : used in base member initializer list
<a href="#">/w14388</a>	C14388 signed/unsigned mismatch
<a href="#">/w14431</a>	C4431 missing type specifier - int assumed. Note: C no longer supports default-int
<a href="#">/w14623</a>	C4623 'derived class' : default constructor was implicitly defined as deleted because a base class default constructor is inaccessible or deleted
<a href="#">/w14263</a>	C4263 'function' : member function does not override any base class virtual member function
<a href="#">/w14264</a>	C4264 'virtual_function' : no override available for virtual member function from base 'class'; function is hidden
<a href="#">/w14266</a>	C4266 'function' : no override available for virtual member function from base 'type'; function is hidden
<a href="#">/w14928</a>	C4928 illegal copy-initialization; more than one user-defined conversion has been implicitly applied

C++ source #1 

□ ×

#1 with x86-64 MSVC 19 2017 RTW ×

□ ×

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```
1 #include <iostream>
2 #include <boost\Format.hpp>
3
4 int main(int /*argc*/, char** /*argv*/)
5 {
6     std::cout << boost::format("%|1$1| %|2$3|") % "Hello" % 3 << std::endl;
7 }
8
```

```
err:msvcrt:demangle_datatype Unknown type @  
err:msvcrt:demangle_datatype Unknown type @  
err:msvcrt:demangle_datatype Unknown type @  
err:msvcrt:demangle_datatype Unknown type @  
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err:msvcrt:demangle_datatype Unknown type @  
err:msvcrt:demangle_datatype Unknown type @  
err:msvcrt:demangle_datatype Unknown type @  
err:msvcrt:symbol_demangle Unknown operator: i  
err:msvcrt:symbol_demangle Unknown operator: i  
err:msvcrt:symbol_demangle Unknown operator: i  
err:msvcrt:symbol_demangle Unknown operator: i  
Compiler exited with result code 0
```

x86-64 MSVC 19 2017 RTW (Editor #1, Compiler #1) ×

x86-64 MSVC 19 2017  
RTW

/ EHsc / W4 / WX

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11010

.LX0:

.text

## Demangle



```
1 $SG78848 DB      '/', 00H, 'o', 00H, 'n', 00H, 't', 00H, '/', 00H, 'c', 00H
```



C++ source #1 ×



```
1 #include <iostream>
2 #include <boost\Format.hpp>
3
4 int main(int /*argc*/, char** /*argv*/)
5 {
6     std::cout << boost::format("%|1$1| %|2$3|") % "Hello" % 3 << std::endl;
7 }
8
```

#1 with x86-64 gcc 7.2 ×

```
2 : <source>:2:10: fatal error: boost\Format.hpp: No such file or directory
#include <boost\Format.hpp>
      ^~~~~~
compilation terminated.
Compiler exited with result code 1
```

x86-64 gcc 7.2 (Editor #1, Compiler #1) ×

x86-64 gcc 7.2 ▾

-Wall -Wextra -Werror



11010

.LX0:

.text

//

\s+

Intel

Demangle



1 &lt;Compilation failed&gt;



C++ source #1 ×

□ ×



```
1 class tRCoord
2 {
3 public:
4     tRCoord(double x, double y) : m_x(x), m_y(y) {}
5 private:
6     double m_x, m_y;
7 };
8
9 class tCoordinate
10 {
11 public:
12     enum eCoordinateType
13     {
14         eMercatorMeters,
15         eDecimalDegrees,
16         eRadians
17     };
18
19     explicit tCoordinate(const tRCoord& r, double altitude);
20 };
21
22 void UseCoord()
23 {
24     tRCoord rCoord(1.5, -1.5);
25     tCoordinate coord = tCoordinate(rCoord, tCoordinate::eRadians);
26 }
27
```

20 tRCoord  
21 tRCoord  
22 tRCoord  
23 tRCoord  
24 tRCoord  
25 tRCoord  
26 tRCoord  
27 tRCoord

#1 with x86-64 MSVC 19 2017 RTW ×

□ ×

example.cpp

Microsoft (R) C/C++ Optimizing Compiler Version 19.10.25017 for x64  
Copyright (C) Microsoft Corporation. All rights reserved.  
Compiler exited with result code 0

x86-64 MSVC 19 2017 RTW (Editor #1, Compiler #1) ×

□ ×

x86-64 MSVC 19 2017  
RTW ▾

/EHsc /W4 /WX



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Intel

Demangle



1 ; Listing generated by Microsoft (R) Optimizing Compiler Ver

2 TNCI UDFI TB I TRCMT



Microsoft (R) C/C++ Optimizing Compiler Version 19.10.25017 for x64 - 519ms

C++ source #1

x

x86-64 MSVC 19 2017 RTW (Editor #1, Compiler #1)

x

x86-64 MSVC 19 2017  
RTW

/EHsc /W4 /WX

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11010

.LX0:

.text

//

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Intel

Demangle



1 &lt;Compilation failed&gt;



Microsoft (R) C/C++ Optimizing Compiler Version 19.10.25017 for

x64-984ms

#1 with x86-64 MSVC 19 2017 RTW

x

example.cpp

```
25 : <source>(25): error C2440: '<function-style-cast>': cannot convert from 'initializer list' to 'tCoordinate'
25 : <source>(25): note: No constructor could take the source type, or constructor overload resolution was ambiguous
25 : <source>(25): error C2512: 'tCoordinate': no appropriate default constructor available
10 : <source>(10): note: see declaration of 'tCoordinate'
Microsoft (R) C/C++ Optimizing Compiler Version 19.10.25017 for x64
Copyright (C) Microsoft Corporation. All rights reserved.
Compiler exited with resultcode 2
```

C++ source #1 x



```
1 class tRCoord
2 {
3 public:
4     tRCoord(double x, double y) : m_x(x), m_y(y) {}
5 private:
6     double m_x, m_y;
7 };
8
9 class tCoordinate
10 {
11 public:
12     enum eCoordinateType
13     {
14         eMercatorMeters,
15         eDecimalDegrees,
16         eRadians
17     };
18
19     explicit tCoordinate(const tRCoord& r, double altitude);
20 };
21
22 void UseCoord()
23 {
24     tRCoord rCoord(1.5, -1.5);
25     tCoordinate coord = tCoordinate(rCoord, tCoordinate::eRadians);
26 }
27
```

#1 with x86-64 gcc 7.2 x



&lt;source&gt;: In function 'void UseCoord()':

25 : &lt;source&gt;:25:17: error: variable 'coord' set but not used [-Werror=unused]

tCoordinate coord = tCoordinate(rCoord, tCoordinate::eRadians);

~~~~~

cc1plus: all warnings being treated as errors

Compiler exited with result code 1

x86-64 gcc 7.2 (Editor #1, Compiler #1) x



x86-64 gcc 7.2 ▾

-Wall -Wextra -Wconversion -Werror



11010

.LX0:

.text

//

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Intel

Demangle



1 &lt;Compilation failed&gt;



g++ (GCC-Explorer-Build) 7.2.0- cached

C++ source #1 ▹



```
17     };
18
19     explicit tCoordinate(const tRCoord& r, double altitude);
20 };
21
22 void UseCoord()
23 {
24     tRCoord rCoord(1.5, -1.5);
25     tCoordinate coord = tCoordinate(rCoord, tCoordinate::eCoordinateType::eRadians);
26 }
```

x86-64 gcc 7.2 (Editor #1, Compiler #1) ▹

x86-64 gcc 7.2 ▾

-Wall -Wextra -Wconversion -Werror



11010

.LX0:

.text

//

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Intel

Demangle



1 &lt;Compilation failed&gt;



g++ (GCC-Explorer-Build) 7.2.0 -cached

#1 with x86-64 gcc 7.2 ▹

```
<source>: In function 'void UseCoord()':
25 : <source>:25:83: error: no matching function for call to 'tCoordinate::tCoordinate(tRCoord&, tCoordinate::eCoordinateType)'
    tCoordinate coord = tCoordinate(rCoord, tCoordinate::eCoordinateType::eRadians);
                        ^
19 : <source>:19:14: note: candidate: tCoordinate::tCoordinate(const tRCoord&, double)
    explicit tCoordinate(const tRCoord& r, double altitude);
    ^~~~~~
19 : <source>:19:14: note:   no known conversion for argument 2 from 'tCoordinate::eCoordinateType' to 'double'
9 : <source>:9:7: note: candidate: constexpr tCoordinate::tCoordinate(const tCoordinate&)
    class tCoordinate
    ^~~~~~
9 : <source>:9:7: note:   candidate expects 1 argument, 2 provided
9 : <source>:9:7: note: candidate: constexpr tCoordinate::tCoordinate(tCoordinate&&)
9 : <source>:9:7: note:   candidate expects 1 argument, 2 provided
25 : <source>:25:17: error: unused variable 'coord' [-Werror=unused-variable]
    tCoordinate coord = tCoordinate(rCoord, tCoordinate::eCoordinateType::eRadians);
    ^~~~~
cc1plus: all warnings being treated as errors
Compiler exited with result code 1
```

C++ source #1 ×

□ ×



```
1  #include <iostream>
2
3  enum class eState
4  {
5      State1,
6      State2,
7      State3
8  };
9
10 void PrintState(eState state)
11 {
12     switch (state)
13     {
14         case eState::State1: std::cout << "State1"; break;
15         case eState::State2: std::cout << "State2"; break;
16     }
17 }
18
```

#1 with x86-64 gcc 7.2 ×

□ ×

```
<source>: In function 'void PrintState(eState)':
12 : <source>:12:12: error: enumeration value 'State3' not handled in switch [-Werror]
      switch (state)
              ^
cc1plus: all warnings being treated as errors
Compiler exited with result code 1
```

x86-64 gcc 7.2 (Editor #1, Compiler #1) ×

□ ×

x86-64 gcc 7.2 ▾

-Wall -Werror



11010

.LX0:

.text

//

\s+

Intel

Demangle



1 &lt;Compilation failed&gt;

C++ source #1 ×



```
1 #include <iostream>
2
3 enum class eState
4 {
5     State1,
6     State2,
7     State3
8 };
9
10 void PrintState(eState state)
11 {
12     switch (state)
13     {
14         case eState::State1: std::cout << "State1"; break;
15         case eState::State2: std::cout << "State2"; break;
16         case eState::State3: std::cout << "State3"; break;
17     }
18 }
19
```

x86-64 gcc 7.2 (Editor #1, Compiler #1) ×

x86-64 gcc 7.2 ▾

-Wall -Wextra -Wconversion -Werror



11010

.LC0:

.text

//

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Intel

Demangle



```
1 .LC0:
2     .string "State1"
3 .LC1:
4     .string "State2"
5 .LC2:
6     .string "State3"
7 PrintState(eState):
8     push rbp
9     mov rbp, rsp
10    sub rsp, 16
11    mov DWORD PTR [rbp-4], edi
12    mov eax, DWORD PTR [rbp-4]
13    cmp eax, 1
14    je .L3
15    cmp eax, 2
16    je .L4
17    test eax, eax
18    je .L5
19    jmp .L6
20 .L5:
21    mov esi, OFFSET FLAT:.LC0
```



g++ (GCC-Explorer-Build) 7.2.0- cached

#1 with x86-64 gcc 7.2 ×

Compiler exited with result code 0

C++ source #1 ×

□ ×



```
1 #include <iostream>
2
3 enum class eState
4 {
5     State1,
6     State2,
7     State3
8 };
9
10 void PrintState(eState state)
11 {
12     switch (state)
13     {
14         case eState::State1: std::cout << "State1"; break;
15         case eState::State2: std::cout << "State2"; break;
16         default: std::cout << "Not handled"; break;
17     }
18 }
19
```

x86-64 gcc 7.2 (Editor #1, Compiler #1) ×

□ ×

x86-64 gcc 7.2 ▾

-Wall -Wextra -Wconversion -Werror



11010

.LX0:

.text

//

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Intel

Demangle



```
1 .LC0:
2     .string "State1"
3 .LC1:
4     .string "State2"
5 .LC2:
6     .string "Not handled"
7 PrintState(eState):
8     push rbp
9     mov rbp, rsp
10    sub rsp, 16
11    mov DWORD PTR [rbp-4], edi
12    mov eax, DWORD PTR [rbp-4]
13    test eax, eax
14    je .L3
15    cmp eax, 1
16    je .L4
17    jmp .L6
18 .L3:
19    mov esi, OFFSET FLAT:.LC0
20    mov edi, OFFSET FLAT:std::cout
21    call std::basic_ostream<char, std::char_traits<char>>& std::one
```



g++ (GCC-Explorer-Build) 7.2.0- cached

#1 with x86-64 gcc 7.2 ×

□ ×

Compiler exited with result code 0



```

#include <iostream>
using namespace std;
int main()
{
    int a[10];
    for (int i=0; i<10; i++)
        a[i] = 1000 - i;
    return 0;
}

```

[illegible]

/EHsc /WX /W4

[illegible]



C++ source #1 ×

□ ×



```
1 #include <iostream>
2
3 enum class eState
4 {
5     State1,
6     State2,
7     State3
8 };
9
10 void PrintState(eState state)
11 {
12     switch (state)
13     {
14         case eState::State1: std::cout << "State1"; break;
15         case eState::State2: std::cout << "State2"; break;
16     }
17 }
18
```

#1 with x86-64 MSVC 19 2017 RTW ×

□ ×

example.cpp

```
16 : <source>(16): error C2220: warning treated as error - no 'object' file generated
16 : <source>(16): warning C4062: enumerator 'eState::State3' in switch of enum 'eState'
4 : <source>(4): note: see declaration of 'eState'
Microsoft (R) C/C++ Optimizing Compiler Version 19.10.25017 for x64
Copyright (C) Microsoft Corporation. All rights reserved.
Compiler exited with result code 2
```

x86-64 MSVC 19 2017 RTW (Editor #1, Compiler #1) ×

□ ×

x86-64 MSVC 19 2017  
RTW ▾

/EHsc /W4 /w14062 /WX



11010

.LX0:

.text

//

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Intel

Demangle



1

C++ source #1



```
1 #include <iostream>
2
3 enum class eState
4 {
5     State1,
6     State2,
7     State3
8 };
9
10 void PrintState(eState state)
```

#1 with x86-64 MSVC 19 2017 RTW

example.cpp

```
/opt/compiler-explorer/windows/10.0.10240.0/ucrt/malloc.h(44): error C2220: warning treated as error - no 'object' file generated
/opt/compiler-explorer/windows/10.0.10240.0/ucrt/malloc.h(44): warning C4820: '_heapinfo': '4' bytes padding added after data member '_heapinfo::_useflag'
/opt/compiler-explorer/windows/19.10.25017/lib/native/include/eh.h(31): warning C4987: nonstandard extension used: 'throw (...)'
/opt/compiler-explorer/windows/19.10.25017/lib/native/include/vcruntime_exception.h(25): warning C4820: '__std_exception_data': '7' bytes padding added after data memb
/opt/compiler-explorer/windows/19.10.25017/lib/native/include/iosfwd(356): warning C4365: 'return': conversion from 'int' to 'std::char_traits<wchar_t>::int_type', sig
/opt/compiler-explorer/windows/19.10.25017/lib/native/include/iosfwd(452): warning C4365: 'return': conversion from 'int' to 'std::char_traits<unsigned short>::int_t
/opt/compiler-explorer/windows/19.10.25017/lib/native/include/vcruntime_typeinfo.h(41): warning C4820: '__std_type_info_data': '7' bytes padding added after data membe
/opt/compiler-explorer/windows/19.10.25017/lib/native/include/vcruntime_typeinfo.h(41): warning C4623: '__std_type_info_data': default constructor was implicitly defin
/opt/compiler-explorer/windows/19.10.25017/lib/native/include/vcruntime_typeinfo.h(41): warning C4626: '__std_type_info_data': assignment operator was implicitly defin
/opt/compiler-explorer/windows/19.10.25017/lib/native/include/vcruntime_typeinfo.h(41): warning C5027: '__std_type_info_data': move assignment operator was implicitly
/opt/compiler-explorer/windows/19.10.25017/lib/native/include/xlocinfo.h(59): warning C4820: '_Collvec': '4' bytes padding added after data member '_Collvec::_Page'
/opt/compiler-explorer/windows/19.10.25017/lib/native/include/xlocinfo.h(65): warning C4820: '_Ctypevec': '4' bytes padding added after data member '_Ctypevec::_Page'
```

x86-64 MSVC 19 2017 RTW (Editor #1, Compiler #1)

x86-64 MSVC 19 2017  
RTW

/EHsc /WX /Wall



11010

.LX0:

.text

//

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Intel


Demangle



1

C++ source #1 

□ ×

#1 with x86-64 MSVC 19 2017 RTW 

□ ×

A▼



```
1 #include <iostream>
2
3 enum class eState
4 {
5     State1,
6     State2,
7     State3
8 };
9
10 void PrintState(eState state)
11 {
12     switch (state)
13     {
14         case eState::State1: std::cout << "State1"; break;
15         case eState::State2: std::cout << "State2"; break;
16         case eState::State3: std::cout << "State3"; break;
17     }
18 }
19
```

[illegible]

Compiler exited with result code 0

x86-64 MSVC 19 2017 RTW (Editor #1, Compiler #1) ×

x86-64 MSVC 19 2017  
RTW

/EHsc /W4 /w14062 /WX|

A▼

11010

.LX0:

## Demangle



C++ source #1 ×

□ ×

A▼



```
1 #include <iostream>
2
3 enum class eState
4 {
5     State1,
6     State2,
7     State3
8 };
9
10 void PrintState(eState state)
11 {
12     switch (state)
13     {
14         case eState::State1: std::cout << "State1"; break;
15         case eState::State2: std::cout << "State2"; break;
16         default: std::cout << "Not handled"; break;
17     }
18 }
19
```

#1 with x86-64 MSVC 19 2017 RTW 

□ ×

[illegible]

x86-64 MSVC 19 2017 RTW (Editor #1, Compiler #1) ×

x86-64 MSVC 19 2017  
RTW

/EHsc /W4 /w14062 /WX

A▼

11010

.LX0:



```
1 $SG25841 DB      'State1', 00H
```

# GCC: -Wconversion

Warn for implicit conversions that may alter a value. This includes conversions between real and integer, like `abs(x)` when `x` is double; conversions between signed and unsigned, like `unsigned ui = -1`; and conversions to smaller types, like `sqrtf(M_PI)`. Do not warn for explicit casts like `abs((int) x)` and `ui = (unsigned) -1`, or if the value is not changed by the conversion like in `abs(2.0)`. Warnings about conversions between signed and unsigned integers can be disabled by using `-Wno-sign-conversion`.

For C++, also warn for confusing overload resolution for user-defined conversions; and conversions that never use a type conversion operator: conversions to void, the same type, a base class or a reference to them. Warnings about conversions between signed and unsigned integers are disabled by default in C++ unless `-Wsign-conversion` is explicitly enabled.

<https://gcc.gnu.org/onlinedocs/gcc/Warning-Options.html>

C++ source #1

x



```
1 int RVG(int inputAmplitude, float range, float rangeLimit)
2 {
3     int retVal(0);
4
5     retVal = static_cast<int>((range * inputAmplitude) / rangeLimit);
6
7     return retVal;
8 }
9
```

x86-64 gcc 7.2 (Editor #1, Compiler #1)

x

x86-64 gcc 7.2

-Wall -Wextra -Wconversion -Werror



11010

.LX0:

.text

//

\s+

Intel

Demangle



1 &lt;Compilation failed&gt;



g++ (GCC-Explorer-Build) 7.2.0-cached

#1 with x86-64 gcc 7.2

x

```
<source>: In function 'int RVG(int, float, float)':
5 : <source>:5:40: error: conversion to 'float' from 'int' may alter its value [-Werror=conversion]
    retVal = static_cast<int>((range * inputAmplitude) / rangeLimit);
                        ~~~~~~
cc1plus: all warnings being treated as errors
Compiler exited with result code 1
```

C++ source #1 ×

□ ×

A ▾



```
1 int RVG(int inputAmplitude, float range, float rangeLimit)
2 {
3     int retVal(0);
4
5     retVal = static_cast<int>((range * static_cast<float>(inputAmplitude)) / rangeLimit);
6
7     return retVal;
8 }
9
```

#1 with x86-64 gcc 7.2 ×

□ ×

Compiler exited with result code 0

x86-64 gcc 7.2 (Editor #1, Compiler #1) ×

□ ×

x86-64 gcc 7.2 ▾

-Wall -Wextra -Wconversion -Werror

A ▾

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.LX0:

.text

//

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Intel

Demangle



```
1 RVG(int, float, float):
2     push rbp
3     mov rbp, rsp
4     mov DWORD PTR [rbp-20], edi
```



# C++ Core Guidelines

## ES.46: Avoid lossy (narrowing, truncating) arithmetic conversions

### **Reason**

A narrowing conversion destroys information, often unexpectedly so.

### **Note**

The guideline support library offers a `narrow_cast` operation for specifying that narrowing is acceptable and a `narrow` ("narrow if") that throws an exception if a narrowing would throw away information:

### **Enforcement**

A good analyzer can detect all narrowing conversions. However, flagging all narrowing conversions will lead to a lot of false positives. Suggestions:

- flag all floating-point to integer conversions (maybe only float->char and double->int. Here be dragons! we need data)
- flag all long->char (I suspect int->char is very common. Here be dragons! we need data)
- consider narrowing conversions for function arguments especially suspect



# Guideline Support Library (GSL)

The Guideline Support Library (GSL) contains functions and types that are suggested for use by the C++ Core Guidelines maintained by the Standard C++ Foundation. The library includes types like `owner<>`, `not_null<>`, `span<>`, `string_span` and others.

<https://github.com/Microsoft/GSL>

The entire implementation is provided inline in the headers under the [gsl](#) directory. The implementation generally assumes a platform that implements C++14 support. There are specific workarounds to support MSVC 2015.

<https://github.com/martinmoene/gsl-lite>

Single-file header-only variant of Microsoft's implementation adapted for C++98, C++03. It should also work when compiled as C++11, C++14.

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```
1 #include <gsl/gsl>
2
3 int RVG(int inputAmplitude, float range, float rangeLimit)
4 {
5     int retVal(0);
6
7     retVal = static_cast<int>((range * gsl::narrow_cast<float>(inputAmplitude)) / rangeLimit);
8
9     return retVal;
10 }
11
```

□ ×

Compiler exited with result code 0

□ ×

x86-64 gcc 7.2

-Wall -Wextra -Wconversion -Werror

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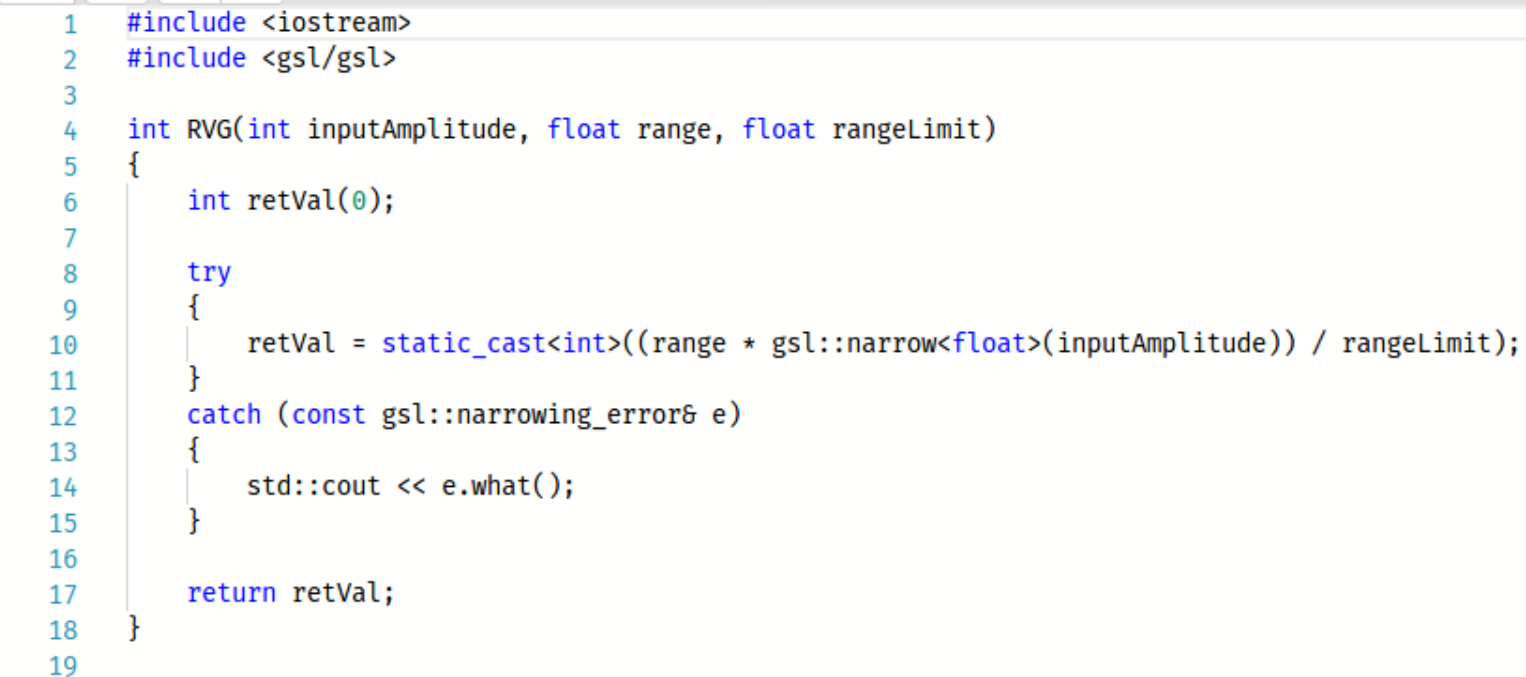
## Demangle



```
1 RVG(int, float, float):
```

```
2  push rbp
3  mov rbp, rsp
4  sub rsp, 32
```





```
Compiler exited with result code 0
```

```
1 std::exception::exception():
2     push rbp
```

C++ source #1 ×

□ ×



```
1 int RVG(int inputAmplitude, float range, float rangeLimit)
2 {
3     int retVal(0);
4
5     retVal = static_cast<int>((range * inputAmplitude) / rangeLimit);
6
7     return retVal;
8 }
9
```

#1 with x86-64 MSVC 19 2017 RTW ×

□ ×

example.cpp

```
Microsoft (R) C/C++ Optimizing Compiler Version 19.10.25017 for x64
Copyright (C) Microsoft Corporation. All rights reserved.
Compiler exited with result code 0
```

x86-64 MSVC 19 2017 RTW (Editor #1, Compiler #1) ×

□ ×

x86-64 MSVC 19 2017  
RTW ▾

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.LX0:

.text

//

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Demangle



```
1 retVal$ = 0
2 inputAmplitude$ = 32
```



C++ source #1



#1 with x86-64 MSVC 19 2017 RTW



```
1 int aa;
2 unsigned short bb;
3 int main()
4 {
5     int b = 0, c = 0;
6     short a = b + c; // C4244
7
8     bb += c; // C4244
9     bb = bb + c; // C4244
10    bb += (unsigned short)aa; // C4244
11    bb = bb + (unsigned short)aa; // OK
12 }
13
```

example.cpp

```
6 : <source>(6): error C2220: warning treated as error - no 'object' file generated
6 : <source>(6): warning C4244: 'initializing': conversion from 'int' to 'short', possible loss of data
8 : <source>(8): warning C4244: '+=': conversion from 'int' to 'unsigned short', possible loss of data
9 : <source>(9): warning C4244: '=': conversion from 'int' to 'unsigned short', possible loss of data
6 : <source>(6): warning C4189: 'a': local variable is initialized but not referenced

Microsoft (R) C/C++ Optimizing Compiler Version 19.10.25017 for x64
Copyright (C) Microsoft Corporation. All rights reserved.
Compiler exited with result code 2
```

x86-64 MSVC 19 2017 RTW (Editor #1, Compiler #1)

x86-64 MSVC 19 2017  
RTW

/EHsc /W4 /WX

11010 .LX0: .text // \s+ Intel Demangle



1

# C++ Standard

<https://isocpp.org/std/the-standard>

Purchase the C++14 official standard for US\$133 or working drafts are free.

Only 4 mentions of warnings?

Key phrase is “diagnostic required” but this is only mentioned 17 times.

“The only thing it requires from compilers is to diagnose when the program is ill-formed.”

# Future improvements?

CppCast #111 with Patrice Roy

<http://cppcast.com/2017/07/patrice-roy/>

Been a participating member in the ISO C++ Standards Committee since late 2014

30:40:

"People have even talked about standardising some warning messages. It's something that's floating around, there's nothing official there, we're just talking right now."

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# Summary

- Unfortunately true platform compiler equivalence is not yet possible.
- Compilers offer different warnings.
- Differences exist between compiler warning implementations.