

# C++ Tricks 3.1 (lvalue & constant)

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## 3.1 (lvalue & constant)

1(=)

2

3

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1=1;//Error

C++MSVC“error C2106: '=' : left  
operand must be l-value”'=1

const

int lv=1;

const int rv=lv;

int & ref=lv;//

int \* plv=&lv;//

int & r1=1; //Error!

const int & r2=1; //OK

```
int _r2=1;
const int & r2=_r2;
()
```

```
constComplex
class Complex;
```

```
Complexoperator+operator=
Complexconst ComplexComplex&const
Complex&
```

```
operator+const Complex&intDo as
the ints doconst Complex
```

```
const Complex operator+(const
Complex&,const Complex&);
```

```
operator=Complex&const
Complex&Do as the ints doint
```

```
int i;
(i=1)=2;
i12C++
```

```
Complex& operator=(Complex&,const
Complex&);
```

const C++ ANSI C99 const

Bjarne Stroustrup const read only write only C

ANSI (C++) ANSI C read only const

C++ violate violate const const violate

violate const const violate

C++

```
const int i=5; const int * pi=&i;
```

```
const_cast<int&>i=1; //
```

```
int a[i]; //
```

```
cout<<i<<sizeof(a)/sizeof(a[0])<<*pi;
```

```
a[5]=5; i=a[i];
```

C++ C# const read only pi

const read only

C++ const C# read only const C# const

C++ #define "enum" enum int

```
enum {Size=5};
```

```
int a[Size];
```

```
enum STL boost
```

