```
#include <iostream>    // cla11.cpp
using namespace std;

class X {
          mutable int m;
     public:
          X(int m=0):m(m){};
          ~X(){};

          int read_m() const { return m; }

          void write_m(int i) const {
                        m = i; //OK, weil mutable
          }
};

void f(X &, const X &);

void f(X &mutant, const X &constant){

        mutant.write_m(7);    // OK

        cout<<"mutant.m = "
            <<mutant.read_m() // OK
            <<endl;

        // OK, weil class X { mutable int m; ...}:
        constant.write_m(8);

        cout<<"constant.m = "
            <<constant.read_m()  // OK
            <<endl;
}

void main(){   X a, b;
               f(a, b);
               cin.get();
};
```

```
    mutant.m = 7
  constant.m = 8
```