C++ Club UK Meeting 143

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Why do you like C++?

An amusing thread on Reddit.

Some replies:

> I like it because it does what I ask it to do. And also because it does not do things I didn't ask it to do #

> Philosophy: "Programmers should be free to pick their own programming style, and that style should be fully supported by C++." #

> I like it because it makes you say "wtf why?" at compile time rather than runtime. #

> I don't like C++ except for a singular reason - my employer pays me well for writing C++. #

const all the things?

Arthur O'Dwyer wrote this article on his blog. In it he lists places where he uses const and where he doesn't:

Const:

> In function signatures: passing by const reference, const member functions

No const:

> In function signatures: passing by value Data members: never const > <...> the point of making a class with private members is to preserve invariants among those members. "This never changes" is just one possible invariant. Some people hear "never changes" and think it sounds a bit like const, so they slap const on that data member; but you shouldn't lose sight of the fact that the way we preserve invariants in C++ isn't with const, it's with private. Return types: never const

Rarely const:

> Local variables (*I tend to disagree*)

Reddit thread. A few redditors think that locals should be as const as possible.

This is another Reddit thread on making local variables `const`, and most commenters there agree with that.