```
:::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
Source: foo_g.cpp
:::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
     1  // $Id: foo_g.cpp,v 1.1 2013-08-08 17:47:22-07 - - $
     2
     3  #include <iostream>
     4  using namespace std;
     5
     6  #define T(X) cout << __func__ << "[" << __LINE__ << "]: " << X
     7
     8  #define U(X) T(#X) << endl; X
     9
    10  #define D(X,Y) X { T(#X) << " " << this << endl; Y; }
    11
    12  struct foo {
    13     D(foo(),)
    14     D(˜foo(),)
    15     D(foo (const foo &),)
    16     D(foo &operator= (const foo &),return *this)
    17  };
    18
    19  foo f() {
    20     U()
    21     U(foo g;)
    22     U(return g;)
    23  }
    24
    25  int main() {
    26     U(foo h;)
    27     U(h = f();)
    28     U(return 0;)
    29  }
:::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
Output: ./foo_g 2>&1
:::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
     1  main[26]: foo h;
     2  foo[13]: foo() 0x7fff37ee0ade
     3  main[27]: h = f();
     4  f[20]:
     5  f[21]: foo g;
     6  foo[13]: foo() 0x7fff37ee0adf
     7  f[22]: return g;
     8  operator=[16]: foo &operator= (const foo &) 0x7fff37ee0ade
     9  ˜foo[14]: ˜foo() 0x7fff37ee0adf
    10  main[28]: return 0;
    11  ˜foo[14]: ˜foo() 0x7fff37ee0ade
:::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
pstatus: 0x0000 EXIT STATUS = 0
```