1. The return type of this member function cannot be void, because the member function is required to return something to be assigned to another variable. If the return type is void, we are basically saying (someVariableABC = void;) which can be undefined behavior or not allowed at all.

2. If we return an actual object of class X instead of a reference to the object, it can cause memory leaks. If we assign a variable named abc to class x, as in (abc = x;) and return an object x to assign to abc, in the end we could end up with multiple copies of x, with dynamically allocated memory that cannot be cleaned up later.