In file included from
/usr/include/boost/variant/apply_visitor.hpp:17:0, from
/usr/include/boost/variant.hpp:23, from Hand.hxx:7:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp: In member
function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Pair_Hand, Visitor
= const Ranked_Hand_Equal_To, Value1 = const Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T =
Pair_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T =
Pair_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,

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boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
```

Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]

/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Hand&, const Pair_Hand&) Hand.hxx:367:8: note: candidates are:
Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Two_Pair_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Two_Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type

```
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T =
Two_Pair_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T =
Two_Pair_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T0_ =
```

Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =

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boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
```

Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Hand&, const Two_Pair_Hand&) Hand.hxx:367:8: note: candidates are:
Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Three_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Three_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T =
Three_Of_A_Kind_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T =
Three_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,

VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,

```
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
```

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T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Hand&, const Three_Of_A_Kind_Hand&) Hand.hxx:367:8: note: candidates
are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Straight_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Hand, Visitor =
```

boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T =
Straight_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T =
Straight_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type

```
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
```

Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,

Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Hand&, const Straight_Hand&) Hand.hxx:367:8: note: candidates are:
Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Flush_Hand, Visitor
= const Ranked_Hand_Equal_To, Value1 = const Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T =
Flush_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T =
Flush_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename

```
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
```

```
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
```

Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Hand&, const Flush_Hand&) Hand.hxx:367:8: note: candidates are:
Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Full_House_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:

```
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Full_House_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T =
Full_House_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T =
Full_House_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
```

Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =

```
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
```

instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Hand&, const Full_House_Hand&) Hand.hxx:367:8: note: candidates are:
Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Four_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Four_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T =
Four_Of_A_Kind_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv

Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T =
Four_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]

/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const

Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 = boost::detail::variant::void_, T11 = boost::detail::variant::void_, T12 = boost::detail::variant::void_, T13 = boost::detail::variant::void_, T14 = boost::detail::variant::void_, T15 = boost::detail::variant::void_, T16 = boost::detail::variant::void_, T17 = boost::detail::variant::void_, T18 = boost::detail::variant::void_, T19 = boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43: instantiated from typename Visitor::result_type boost::apply_visitor(Visitor&, Visitable&) [with Visitor = boost::detail::variant::apply_visitor_binary_unwrap<const Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54: instantiated from typename Visitor::result_type boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with Visitor = Ranked_Hand_Equal_To, Visitable1 = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40: error: no match for call to (const Ranked_Hand_Equal_To) (const Hand&, const Four_Of_A_Kind_Hand&) Hand.hxx:367:8: note: candidates are: Hand.hxx:371:9: note: template<class T> bool Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note: template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...) const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In member function boost::detail::variant::apply_visitor_binary_invoke<Visitor, Value1>::result_type

```
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Straight_Flush_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T =
Straight_Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T =
Straight_Flush_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
```

boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Hand> >, VoidPtrCV = const void*, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,

T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,

Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Hand&, const Straight_Flush_Hand&) Hand.hxx:367:8: note: candidates
are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Hand, Visitor =
const Ranked_Hand_Equal_To, Value1 = const Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*, T
= Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]

/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*, T
= Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*,
T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,

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T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
```

```
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Pair_Hand&, const Hand&) Hand.hxx:367:8: note: candidates are:
Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
```

```
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Two_Pair_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Two_Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*, T
= Two_Pair_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*, T
= Two_Pair_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
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boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*,
T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
```

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boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
```

boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Pair_Hand&, const Two_Pair_Hand&) Hand.hxx:367:8: note: candidates
are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Three_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Three_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =

```
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*, T
= Three_Of_A_Kind_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*, T
= Three_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*,
T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
```

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Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
```

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boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
```

error: no match for call to (const Ranked_Hand_Equal_To) (const
Pair_Hand&, const Three_Of_A_Kind_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Straight_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*, T
= Straight_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*, T
= Straight_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_

```
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*,
T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
```

```
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
```

```
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Pair_Hand&, const Straight_Hand&) Hand.hxx:367:8: note: candidates
are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Flush_Hand, Visitor
= const Ranked_Hand_Equal_To, Value1 = const Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
```

/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*, T
= Flush_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*, T
= Flush_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =

```
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*,
T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
```

```
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
```

```
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Pair_Hand&, const Flush_Hand&) Hand.hxx:367:8: note: candidates are:
Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Full_House_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Full_House_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*, T
= Full_House_Hand, typename Visitor::result_type = bool, mpl_::false_
= mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*, T
= Full_House_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
```

```
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*,
T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
```

Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =

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boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Pair_Hand&, const Full_House_Hand&) Hand.hxx:367:8: note: candidates
are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Four_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
```

```
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Four_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*, T
= Four_Of_A_Kind_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*, T
= Four_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
```

mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*,
T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,

Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with

Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Pair_Hand&, const Four_Of_A_Kind_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Straight_Flush_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*, T
= Straight_Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*, T
= Straight_Flush_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,

Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Pair_Hand> >, VoidPtrCV = const void*,
T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]

/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,

```
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Pair_Hand&, const Straight_Flush_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Hand, Visitor =
```

const Ranked_Hand_Equal_To, Value1 = const Two_Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Two_Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv

Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from

```
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
```

```
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Two_Pair_Hand&, const Hand&) Hand.hxx:367:8: note: candidates are:
Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Pair_Hand, Visitor
= const Ranked_Hand_Equal_To, Value1 = const Two_Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Two_Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
```

VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invoke<
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Pair_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,

T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,

```
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Two_Pair_Hand&, const Pair_Hand&) Hand.hxx:367:8: note: candidates
are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
```

```
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Three_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Two_Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Three_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Two_Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Three_Of_A_Kind_Hand, typename Visitor::result_type =
bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Three_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
```

```
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
```

```
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
```

Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Two_Pair_Hand&, const Three_Of_A_Kind_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Straight_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const Two_Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Two_Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const

```
void*, T = Straight_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Straight_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
```

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boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
```

```
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Two_Pair_Hand&, const Straight_Hand&) Hand.hxx:367:8: note:
```

candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Flush_Hand, Visitor
= const Ranked_Hand_Equal_To, Value1 = const Two_Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Two_Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Flush_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,

```
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
```

```
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
```

/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Two_Pair_Hand&, const Flush_Hand&) Hand.hxx:367:8: note: candidates
are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Full_House_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const Two_Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Full_House_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Two_Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type

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boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Full_House_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Full_House_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const

```
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
```

```
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
```

```
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Two_Pair_Hand&, const Full_House_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Four_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Two_Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Four_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Two_Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Four_Of_A_Kind_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Four_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
```

```
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
```

```
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
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T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Two_Pair_Hand&, const Four_Of_A_Kind_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Straight_Flush_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Two_Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,

int) [with T = const Straight_Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Two_Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Straight_Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Straight_Flush_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:

instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,

Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const

```
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Two_Pair_Hand&, const Straight_Flush_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Hand, Visitor =
const Ranked_Hand_Equal_To, Value1 = const Three_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
```

```
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
```

```
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
```

Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Three_Of_A_Kind_Hand&, const Hand&) Hand.hxx:367:8: note: candidates
are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Pair_Hand, Visitor
= const Ranked_Hand_Equal_To, Value1 = const Three_Of_A_Kind_Hand,

```
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inve
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inve
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Pair_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inve
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
```

```
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
```

```
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
```

Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Three_Of_A_Kind_Hand&, const Pair_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Two_Pair_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const
Three_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Two_Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Two_Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type

```
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Two_Pair_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
```

```
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
```

```
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Three_Of_A_Kind_Hand&, const Two_Pair_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
```

```
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Straight_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const
Three_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Straight_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Straight_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
```

```
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
```

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boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
```

instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Three_Of_A_Kind_Hand&, const Straight_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Flush_Hand, Visitor
= const Ranked_Hand_Equal_To, Value1 = const Three_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,

```
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Flush_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
```

const void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =

```
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
```

Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Three_Of_A_Kind_Hand&, const Flush_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Full_House_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const
Three_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Full_House_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Full_House_Hand, typename Visitor::result_type =
bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Full_House_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,

```
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
```

Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =

boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Three_Of_A_Kind_Hand&, const Full_House_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Four_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Three_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type

```
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Four_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Four_Of_A_Kind_Hand, typename Visitor::result_type =
bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Four_Of_A_Kind_Hand, NoBackupFlag =
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
```

```
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
```

Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type

```
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Three_Of_A_Kind_Hand&, const Four_Of_A_Kind_Hand&) Hand.hxx:367:8:
note: candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Straight_Flush_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Three_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Straight_Flush_Hand, typename Visitor::result_type =
bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
```

```
const void*, T = Straight_Flush_Hand, NoBackupFlag =
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
```

/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const

Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Three_Of_A_Kind_Hand&, const Straight_Flush_Hand&) Hand.hxx:367:8:
note: candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type

```
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Hand, Visitor =
const Ranked_Hand_Equal_To, Value1 = const Straight_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Straight_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T = Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T = Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
```

```
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
```

```
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
```

```
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Straight_Hand&, const Hand&) Hand.hxx:367:8: note: candidates are:
Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Pair_Hand, Visitor
= const Ranked_Hand_Equal_To, Value1 = const Straight_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Straight_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T = Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
```

instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv‹
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T = Pair_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv‹
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv‹
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,

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T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
```

```
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Straight_Hand&, const Pair_Hand&) Hand.hxx:367:8: note: candidates
are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
```

const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Two_Pair_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const Straight_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Two_Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Straight_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T = Two_Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T = Two_Pair_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,

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boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inve
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inve
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
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boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
```

boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Straight_Hand&, const Two_Pair_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Three_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Straight_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Three_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Straight_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =

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boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T = Three_Of_A_Kind_Hand, typename Visitor::result_type =
bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T = Three_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
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Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost:detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
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boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
```

error: no match for call to (const Ranked_Hand_Equal_To) (const
Straight_Hand&, const Three_Of_A_Kind_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Flush_Hand, Visitor
= const Ranked_Hand_Equal_To, Value1 = const Straight_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Straight_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T = Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T = Flush_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_

Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =

Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =

boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Straight_Hand&, const Flush_Hand&) Hand.hxx:367:8: note: candidates
are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Full_House_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const Straight_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Full_House_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Straight_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]

/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T = Full_House_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T = Full_House_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =

```
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
```

```
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
```

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Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Straight_Hand&, const Full_House_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Four_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Straight_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Four_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Straight_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T = Four_Of_A_Kind_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T = Four_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:

```
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
```

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boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
```

T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Straight_Hand&, const Four_Of_A_Kind_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Straight_Flush_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Straight_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from

```
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Straight_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T = Straight_Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T = Straight_Flush_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
```

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typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
```

Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type

```
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Straight_Hand&, const Straight_Flush_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Hand, Visitor =
const Ranked_Hand_Equal_To, Value1 = const Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*, T
= Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*, T
= Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
```

```
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*,
T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
```

```
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
```

Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Flush_Hand&, const Hand&) Hand.hxx:367:8: note: candidates are:
Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Pair_Hand, Visitor
= const Ranked_Hand_Equal_To, Value1 = const Flush_Hand,

```
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*, T
= Pair_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*, T
= Pair_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*,
```

```
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*,
T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
```

```
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
```

```
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Flush_Hand&, const Pair_Hand&) Hand.hxx:367:8: note: candidates are:
Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Two_Pair_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Two_Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*, T
= Two_Pair_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
```

```
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*, T
= Two_Pair_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*,
T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
```

boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =

```
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Flush_Hand&, const Two_Pair_Hand&) Hand.hxx:367:8: note: candidates
are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
```

```
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Three_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Three_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*, T
= Three_Of_A_Kind_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*, T
= Three_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
```

```
boost::mpl::l_item<mpl_::long_<11>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*,
T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
```

```
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
```

```
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Flush_Hand&, const Three_Of_A_Kind_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Straight_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*, T
= Straight_Hand, typename Visitor::result_type = bool, mpl_::false_ =
```

```
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*, T
= Straight_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*,
T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
```

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T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
```

```
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Flush_Hand&, const Straight_Hand&) Hand.hxx:367:8: note: candidates
are: Hand.hxx:371:9: note: template<class T> bool
```

```
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Full_House_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Full_House_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*, T
= Full_House_Hand, typename Visitor::result_type = bool, mpl_::false_
= mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*, T
= Full_House_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
```

```
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*,
T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
```

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boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
```

instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Flush_Hand&, const Full_House_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Four_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Four_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type

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```
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*, T
= Four_Of_A_Kind_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*, T
= Four_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*,
```

T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =

boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]

Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Flush_Hand&, const Four_Of_A_Kind_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Straight_Flush_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*, T
= Straight_Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*, T
= Straight_Flush_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,

```
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Flush_Hand> >, VoidPtrCV = const void*,
T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
```

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Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
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T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Flush_Hand&, const Straight_Flush_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Hand, Visitor =
const Ranked_Hand_Equal_To, Value1 = const Full_House_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Hand, Visitor =
```

boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Full_House_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type

```
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
```

Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,

Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Full_House_Hand&, const Hand&) Hand.hxx:367:8: note: candidates are:
Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Pair_Hand, Visitor
= const Ranked_Hand_Equal_To, Value1 = const Full_House_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Full_House_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Pair_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename

Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,

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T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
```

Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Full_House_Hand&, const Pair_Hand&) Hand.hxx:367:8: note: candidates
are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Two_Pair_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const Full_House_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:

```
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Two_Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Full_House_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inve
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Two_Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inve
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Two_Pair_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inve
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
```

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Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
```

boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:

instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Full_House_Hand&, const Two_Pair_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Three_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Full_House_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Three_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Full_House_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Three_Of_A_Kind_Hand, typename Visitor::result_type =
bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv

Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Three_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]

```
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
```

Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Full_House_Hand&, const Three_Of_A_Kind_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type

```
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Straight_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const Full_House_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Full_House_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Straight_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Straight_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
```

boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =

boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,

Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Full_House_Hand&, const Straight_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Flush_Hand, Visitor
= const Ranked_Hand_Equal_To, Value1 = const Full_House_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Full_House_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:

```
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Flush_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
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T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
```

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typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Full_House_Hand&, const Flush_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
```

const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Four_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Full_House_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Four_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Full_House_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Four_Of_A_Kind_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Four_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,

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boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
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T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
```

```
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Full_House_Hand&, const Four_Of_A_Kind_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Straight_Flush_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Full_House_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Full_House_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
```

```
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inve
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Straight_Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Straight_Flush_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Full_House_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
```

```
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
```

```
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
```

/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Full_House_Hand&, const Straight_Flush_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Hand, Visitor =
const Ranked_Hand_Equal_To, Value1 = const Four_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T = Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T = Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =

```
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
```

```
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
```

```
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Four_Of_A_Kind_Hand&, const Hand&) Hand.hxx:367:8: note: candidates
are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Pair_Hand, Visitor
= const Ranked_Hand_Equal_To, Value1 = const Four_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand>,
```

```
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T = Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T = Pair_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
```

int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =

Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,

Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Four_Of_A_Kind_Hand&, const Pair_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Two_Pair_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const
Four_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Two_Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T = Two_Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T = Two_Pair_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]

/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)

```
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
```

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boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Four_Of_A_Kind_Hand&, const Two_Pair_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Three_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Four_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
```

/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Three_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T = Three_Of_A_Kind_Hand, typename Visitor::result_type =
bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T = Three_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inve
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,

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Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
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boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
```

instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Four_Of_A_Kind_Hand&, const Three_Of_A_Kind_Hand&) Hand.hxx:367:8:
note: candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Straight_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const
Four_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T = Straight_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv

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Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T = Straight_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]

/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const

Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Four_Of_A_Kind_Hand&, const Straight_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type

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boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Flush_Hand, Visitor
= const Ranked_Hand_Equal_To, Value1 = const Four_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T = Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T = Flush_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
```

boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =

```
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
```

```
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Four_Of_A_Kind_Hand&, const Flush_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Full_House_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const
Four_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Full_House_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T = Full_House_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
```

/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T = Full_House_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =

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boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
```

```
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Four_Of_A_Kind_Hand&, const Full_House_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
```

```
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Straight_Flush_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Four_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T = Straight_Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T = Straight_Flush_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
```

```
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Four_Of_A_Kind_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
```

```
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
```

instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Four_Of_A_Kind_Hand&, const Straight_Flush_Hand&) Hand.hxx:367:8:
note: candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Hand, Visitor =
const Ranked_Hand_Equal_To, Value1 = const Straight_Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Straight_Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,

```
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T = Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T = Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
```

Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,

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T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
```

/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Straight_Flush_Hand&, const Hand&) Hand.hxx:367:8: note: candidates
are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Pair_Hand, Visitor
= const Ranked_Hand_Equal_To, Value1 = const Straight_Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Straight_Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T = Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T = Pair_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =

```
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
```

```
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
```

T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Straight_Flush_Hand&, const Pair_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Two_Pair_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const
Straight_Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Two_Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const

Ranked_Hand_Equal_To, const Straight_Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T = Two_Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T = Two_Pair_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,

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T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
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T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
```

Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Straight_Flush_Hand&, const Two_Pair_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Three_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Straight_Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Three_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Straight_Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T = Three_Of_A_Kind_Hand, typename Visitor::result_type =
bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T = Three_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename

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Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
```

T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =

Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Straight_Flush_Hand&, const Three_Of_A_Kind_Hand&) Hand.hxx:367:8:
note: candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Straight_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const
Straight_Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,

Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Straight_Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T = Straight_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T = Straight_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,

Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,

```
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
```

/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Straight_Flush_Hand&, const Straight_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Flush_Hand, Visitor
= const Ranked_Hand_Equal_To, Value1 = const Straight_Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Straight_Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T = Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo

Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T = Flush_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]

```
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
```

Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Straight_Flush_Hand&, const Flush_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type

```
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Full_House_Hand,
Visitor = const Ranked_Hand_Equal_To, Value1 = const
Straight_Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Full_House_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Straight_Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T = Full_House_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T = Full_House_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
```

boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [skipping 8
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,

T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,

```
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Straight_Flush_Hand&, const Full_House_Hand&) Hand.hxx:367:8: note:
candidates are: Hand.hxx:371:9: note: template<class T> bool
Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const /usr/include/boost/variant/detail/apply_visitor_binary.hpp: In
member function
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Four_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Equal_To, Value1 =
const Straight_Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]:
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Four_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Equal_To, const Straight_Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T = Four_Of_A_Kind_Hand, typename Visitor::result_type = bool,
```

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mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T = Four_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
instantiated from static typename Visitor::result_type
boost::variant<T0, T1, T2, T3, T4, T5, T6, T7, T8, T9, T10, T11, T12,
T13, T14, T15, T16, T17, T18, T19>::internal_apply_visitor_impl(int,
int, Visitor&, VoidPtrCV) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Equal_To, const Straight_Flush_Hand> >, VoidPtrCV = const
void*, T0_ = Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 =
Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 = Flush_Hand, T6 =
Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand,
T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
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T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: [ skipping 8
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
```

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typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Equal_To, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Equal_To, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:392:63: instantiated from here
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
error: no match for call to (const Ranked_Hand_Equal_To) (const
Straight_Flush_Hand&, const Four_Of_A_Kind_Hand&) Hand.hxx:367:8:
note: candidates are: Hand.hxx:371:9: note: template<class T> bool
```

Ranked_Hand_Equal_To::operator()(T&, T&) const Hand.hxx:377:27: note:
template<class T, class U> bool Ranked_Hand_Equal_To::operator()(...)
const Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const Hand,
U = const Pair_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Pair_Hand, Visitor
= const Ranked_Hand_Less_Than, Value1 = const Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*, T =
Pair_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*, T =
Pair_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_

```
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
```

Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,

Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Pair_Hand as this argument of char (&
Pair_Hand::order())[2] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Hand as this argument of
char (& Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const Hand,
U = const Two_Pair_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Two_Pair_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Two_Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*, T =
Two_Pair_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*, T =
Two_Pair_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,

```
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
```

/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,

Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Two_Pair_Hand as this argument of char (&
Two_Pair_Hand::order())[3] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Hand as this argument of
char (& Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const Hand,
U = const Three_Of_A_Kind_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Three_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Three_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv‹
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*, T =
Three_Of_A_Kind_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]

/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*, T =
Three_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[skipping 9 instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =

```
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
```

```
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Three_Of_A_Kind_Hand as this argument of char (&
Three_Of_A_Kind_Hand::order())[4] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Hand as this argument of
char (& Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const Hand,
U = const Straight_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Straight_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
```

```
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*, T =
Straight_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*, T =
Straight_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
```

```
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
```

Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Straight_Hand as this argument of char (&
Straight_Hand::order())[5] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Hand as this argument of
char (& Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const Hand,
U = const Flush_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Flush_Hand, Visitor
= const Ranked_Hand_Less_Than, Value1 = const Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,

Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*, T =
Flush_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*, T =
Flush_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,

Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[skipping 9 instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,

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T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Flush_Hand as this argument of char (&
Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Hand as this argument of
char (& Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const Hand,
U = const Full_House_Hand]:

/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Full_House_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Full_House_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*, T =
Full_House_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*, T =
Full_House_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,

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boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
```

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boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
```

Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Full_House_Hand as this argument of char (&
Full_House_Hand::order())[6] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Hand as this argument of
char (& Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const Hand,
U = const Four_Of_A_Kind_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Four_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Four_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*, T =
Four_Of_A_Kind_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*, T =
Four_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type

```
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
```

```
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
```

```
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Four_Of_A_Kind_Hand as this argument of char (&
Four_Of_A_Kind_Hand::order())[7] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Hand as this argument of
char (& Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const Hand,
U = const Straight_Flush_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Straight_Flush_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*, T =
Straight_Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
```

```
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*, T =
Straight_Flush_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
```

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boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
```

```
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Straight_Flush_Hand as this argument of char (&
Straight_Flush_Hand::order())[8] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Hand as this argument of
char (& Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Pair_Hand, U = const Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Hand, Visitor =
const Ranked_Hand_Less_Than, Value1 = const Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
```

```
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*, T
= Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*, T
= Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
```

Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =

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boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Hand as this argument of char (&
Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Pair_Hand as this argument
of char (& Pair_Hand::order())[2] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Pair_Hand, U = const Two_Pair_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Two_Pair_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Two_Pair_Hand, Visitor =
```

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boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*, T
= Two_Pair_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*, T
= Two_Pair_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
```

```
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
```

Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Two_Pair_Hand as this argument of char (&
Two_Pair_Hand::order())[3] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Pair_Hand as this argument
of char (& Pair_Hand::order())[2] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Pair_Hand, U = const Three_Of_A_Kind_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,

```
Value1>::operator()(Value2&) [with Value2 = const
Three_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Three_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*, T
= Three_Of_A_Kind_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*, T
= Three_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
```

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boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
```

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boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Three_Of_A_Kind_Hand as this argument of char (&
Three_Of_A_Kind_Hand::order())[4] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Pair_Hand as this argument
```

of char (& Pair_Hand::order())[2] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Pair_Hand, U = const Straight_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Straight_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*, T
= Straight_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*, T
= Straight_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,

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boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
```

```
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
```

Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Straight_Hand as this argument of char (&
Straight_Hand::order())[5] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Pair_Hand as this argument
of char (& Pair_Hand::order())[2] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Pair_Hand, U = const Flush_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Flush_Hand, Visitor
= const Ranked_Hand_Less_Than, Value1 = const Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*, T
= Flush_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*, T
= Flush_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename

```
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
```

```
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
```

Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Flush_Hand as this argument of char (&
Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Pair_Hand as this argument
of char (& Pair_Hand::order())[2] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Pair_Hand, U = const Full_House_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Full_House_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Full_House_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*, T
= Full_House_Hand, typename Visitor::result_type = bool, mpl_::false_
= mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type

```
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*, T
= Full_House_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
```

```
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
```

instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Full_House_Hand as this argument of char (&
Full_House_Hand::order())[6] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Pair_Hand as this argument
of char (& Pair_Hand::order())[2] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Pair_Hand, U = const Four_Of_A_Kind_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Four_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Four_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:

instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*, T
= Four_Of_A_Kind_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*, T
= Four_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[skipping 9 instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)

```
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
```

```
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Four_Of_A_Kind_Hand as this argument of char (&
Four_Of_A_Kind_Hand::order())[7] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Pair_Hand as this argument
of char (& Pair_Hand::order())[2] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Pair_Hand, U = const Straight_Flush_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Straight_Flush_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
```

```
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*, T
= Straight_Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*, T
= Straight_Flush_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Pair_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
```

```
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
```

T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Straight_Flush_Hand as this argument of char (&
Straight_Flush_Hand::order())[8] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Pair_Hand as this argument
of char (& Pair_Hand::order())[2] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Two_Pair_Hand, U = const Hand]:

```
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Hand, Visitor =
const Ranked_Hand_Less_Than, Value1 = const Two_Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Two_Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
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boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
```

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boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
```

Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Hand as this argument of char (&
Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Two_Pair_Hand as this
argument of char (& Two_Pair_Hand::order())[3] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Two_Pair_Hand, U = const Pair_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Pair_Hand, Visitor
= const Ranked_Hand_Less_Than, Value1 = const Two_Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Two_Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Pair_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,

```
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
```

Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type

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```
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Pair_Hand as this argument of char (&
Pair_Hand::order())[2] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Two_Pair_Hand as this
argument of char (& Two_Pair_Hand::order())[3] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Two_Pair_Hand, U = const Three_Of_A_Kind_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Three_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Two_Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Three_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Two_Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Three_Of_A_Kind_Hand, typename Visitor::result_type =
bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
```

Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Three_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[skipping 9 instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,

```
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
```

Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Three_Of_A_Kind_Hand as this argument of char (&
Three_Of_A_Kind_Hand::order())[4] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Two_Pair_Hand as this
argument of char (& Two_Pair_Hand::order())[3] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Two_Pair_Hand, U = const Straight_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Straight_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const Two_Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Two_Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv

```
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Straight_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Straight_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
```

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Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
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boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Straight_Hand as this argument of char (&
Straight_Hand::order())[5] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Two_Pair_Hand as this
argument of char (& Two_Pair_Hand::order())[3] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Two_Pair_Hand, U = const Flush_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Flush_Hand, Visitor
= const Ranked_Hand_Less_Than, Value1 = const Two_Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Flush_Hand, Visitor =
```

```
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Two_Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Flush_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
```

```
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
```

Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Flush_Hand as this argument of char (&
Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Two_Pair_Hand as this
argument of char (& Two_Pair_Hand::order())[3] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Two_Pair_Hand, U = const Full_House_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,

```
Value1>::operator()(Value2&) [with Value2 = const Full_House_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const Two_Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Full_House_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Two_Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Full_House_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Full_House_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
```

```
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
```

```
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Full_House_Hand as this argument of char (&
Full_House_Hand::order())[6] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Two_Pair_Hand as this
argument of char (& Two_Pair_Hand::order())[3] discards qualifiers
```

```
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Two_Pair_Hand, U = const Four_Of_A_Kind_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Four_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Two_Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Four_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Two_Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Four_Of_A_Kind_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Four_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
```

```
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
```

T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,

Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Four_Of_A_Kind_Hand as this argument of char (&
Four_Of_A_Kind_Hand::order())[7] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Two_Pair_Hand as this
argument of char (& Two_Pair_Hand::order())[3] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Two_Pair_Hand, U = const Straight_Flush_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Straight_Flush_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Two_Pair_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Two_Pair_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Straight_Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, T = Straight_Flush_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,

```
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Two_Pair_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
```

/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,

Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Straight_Flush_Hand as this argument of char (&
Straight_Flush_Hand::order())[8] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Two_Pair_Hand as this
argument of char (& Two_Pair_Hand::order())[3] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Three_Of_A_Kind_Hand, U = const Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Hand, Visitor =
const Ranked_Hand_Less_Than, Value1 = const Three_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:

```
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [ skipping 9
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
```

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Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
```

```
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Hand as this argument of char (&
Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Three_Of_A_Kind_Hand as
this argument of char (& Three_Of_A_Kind_Hand::order())[4]
discards qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Three_Of_A_Kind_Hand, U = const Pair_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Pair_Hand, Visitor
= const Ranked_Hand_Less_Than, Value1 = const Three_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
```

```
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Pair_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [ skipping 9
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
```

```
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
```

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T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Pair_Hand as this argument of char (&
Pair_Hand::order())[2] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Three_Of_A_Kind_Hand as
this argument of char (& Three_Of_A_Kind_Hand::order())[4]
discards qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Three_Of_A_Kind_Hand, U = const Two_Pair_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Two_Pair_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const
```

Three_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Two_Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Two_Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Two_Pair_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv

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Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [skipping 9
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,

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typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Two_Pair_Hand as this argument of char (&
Two_Pair_Hand::order())[3] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Three_Of_A_Kind_Hand as
this argument of char (& Three_Of_A_Kind_Hand::order())[4]
```

discards qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Three_Of_A_Kind_Hand, U = const Straight_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Straight_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const
Three_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Straight_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Straight_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,

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boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [ skipping 9
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
```

Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,

Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Straight_Hand as this argument of char (&
Straight_Hand::order())[5] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Three_Of_A_Kind_Hand as
this argument of char (& Three_Of_A_Kind_Hand::order())[4]
discards qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Three_Of_A_Kind_Hand, U = const Flush_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Flush_Hand, Visitor
= const Ranked_Hand_Less_Than, Value1 = const Three_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Flush_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,

```
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [ skipping 9
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
```

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boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
```

Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Flush_Hand as this argument of char (&
Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Three_Of_A_Kind_Hand as
this argument of char (& Three_Of_A_Kind_Hand::order())[4]
discards qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Three_Of_A_Kind_Hand, U = const Full_House_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Full_House_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const
Three_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Full_House_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Full_House_Hand, typename Visitor::result_type =

```
bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Full_House_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [ skipping 9
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
```

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VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
```

```
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Full_House_Hand as this argument of char (&
Full_House_Hand::order())[6] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Three_Of_A_Kind_Hand as
this argument of char (& Three_Of_A_Kind_Hand::order())[4]
discards qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Three_Of_A_Kind_Hand, U = const Four_Of_A_Kind_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Four_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Three_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Four_Of_A_Kind_Hand, Visitor =
```

```
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Four_Of_A_Kind_Hand, typename Visitor::result_type =
bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Four_Of_A_Kind_Hand, NoBackupFlag =
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [ skipping 9
```

instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,

```
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Four_Of_A_Kind_Hand as this argument of char (&
Four_Of_A_Kind_Hand::order())[7] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Three_Of_A_Kind_Hand as
this argument of char (& Three_Of_A_Kind_Hand::order())[4]
discards qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Three_Of_A_Kind_Hand, U = const Straight_Flush_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
```

```
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Straight_Flush_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Three_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Straight_Flush_Hand, typename Visitor::result_type =
bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Straight_Flush_Hand, NoBackupFlag =
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
```

boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Three_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [skipping 9
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =

boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Straight_Flush_Hand as this argument of char (&

```
Straight_Flush_Hand::order())[8] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Three_Of_A_Kind_Hand as
this argument of char (& Three_Of_A_Kind_Hand::order())[4]
discards qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Straight_Hand, U = const Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Hand, Visitor =
const Ranked_Hand_Less_Than, Value1 = const Straight_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Straight_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, T = Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, T = Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
```

```
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
```

Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const

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boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Hand as this argument of char (&
Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Straight_Hand as this
argument of char (& Straight_Hand::order())[5] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Straight_Hand, U = const Pair_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Pair_Hand, Visitor
= const Ranked_Hand_Less_Than, Value1 = const Straight_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Straight_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, T = Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, T = Pair_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
```

```
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
```

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boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
```

```
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Pair_Hand as this argument of char (&
Pair_Hand::order())[2] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Straight_Hand as this
argument of char (& Straight_Hand::order())[5] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Straight_Hand, U = const Two_Pair_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Two_Pair_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const Straight_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Two_Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Straight_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, T = Two_Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
```

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/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, T = Two_Pair_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[skipping 9 instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =

```
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
```

```
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Two_Pair_Hand as this argument of char (&
Two_Pair_Hand::order())[3] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Straight_Hand as this
argument of char (& Straight_Hand::order())[5] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Straight_Hand, U = const Three_Of_A_Kind_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Three_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Straight_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Three_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Straight_Hand>,
```

```
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, T = Three_Of_A_Kind_Hand, typename Visitor::result_type =
bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, T = Three_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
```

T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,

```
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Three_Of_A_Kind_Hand as this argument of char (&
Three_Of_A_Kind_Hand::order())[4] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Straight_Hand as this
argument of char (& Straight_Hand::order())[5] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Straight_Hand, U = const Flush_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Flush_Hand, Visitor
= const Ranked_Hand_Less_Than, Value1 = const Straight_Hand,
```

```
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Straight_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, T = Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, T = Flush_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
```

```
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
```

```
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Flush_Hand as this argument of char (&
Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Straight_Hand as this
argument of char (& Straight_Hand::order())[5] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
```

Straight_Hand, U = const Full_House_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Full_House_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const Straight_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Full_House_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Straight_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, T = Full_House_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, T = Full_House_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,

```
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
```

T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,

Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Full_House_Hand as this argument of char (&
Full_House_Hand::order())[6] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Straight_Hand as this
argument of char (& Straight_Hand::order())[5] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Straight_Hand, U = const Four_Of_A_Kind_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Four_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Straight_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Four_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Straight_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, T = Four_Of_A_Kind_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, T = Four_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:

```
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
```

```
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
```

/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Four_Of_A_Kind_Hand as this argument of char (&
Four_Of_A_Kind_Hand::order())[7] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Straight_Hand as this
argument of char (& Straight_Hand::order())[5] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Straight_Hand, U = const Straight_Flush_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Straight_Flush_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Straight_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Straight_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, T = Straight_Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,

```
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, T = Straight_Flush_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
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T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
```

```
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Straight_Flush_Hand as this argument of char (&
Straight_Flush_Hand::order())[8] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Straight_Hand as this
argument of char (& Straight_Hand::order())[5] discards qualifiers
[-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Flush_Hand, U = const Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Hand, Visitor =
const Ranked_Hand_Less_Than, Value1 = const Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
```

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VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv◀
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
T = Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unv◀
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
T = Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_◀
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv◀
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[skipping 9 instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unv◀

Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =

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boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Hand as this argument of char (&
Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Flush_Hand as this argument
of char (& Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Flush_Hand, U = const Pair_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Pair_Hand, Visitor
= const Ranked_Hand_Less_Than, Value1 = const Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
```

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boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
T = Pair_Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
T = Pair_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
```

mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[skipping 9 instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const

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Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Pair_Hand as this argument of char (&
Pair_Hand::order())[2] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Flush_Hand as this argument
of char (& Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Flush_Hand, U = const Two_Pair_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,

```
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Two_Pair_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Two_Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
T = Two_Pair_Hand, typename Visitor::result_type = bool, mpl_::false_
= mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
T = Two_Pair_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
```

boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[skipping 9 instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,

```
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Two_Pair_Hand as this argument of char (&
Two_Pair_Hand::order())[3] discards qualifiers [-fpermissive]
```

```
Hand.hxx:363:52: error: passing const Flush_Hand as this argument
of char (& Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Flush_Hand, U = const Three_Of_A_Kind_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Three_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Three_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
T = Three_Of_A_Kind_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
T = Three_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
```

```
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
```

```
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
```

boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Three_Of_A_Kind_Hand as this argument of char (&
Three_Of_A_Kind_Hand::order())[4] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Flush_Hand as this argument
of char (& Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Flush_Hand, U = const Straight_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Straight_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
T = Straight_Hand, typename Visitor::result_type = bool, mpl_::false_
= mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
T = Straight_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,

```
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
```

boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,

```
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Straight_Hand as this argument of char (&
Straight_Hand::order())[5] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Flush_Hand as this argument
of char (& Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Flush_Hand, U = const Full_House_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Full_House_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Full_House_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
T = Full_House_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
```

/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
T = Full_House_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[skipping 9 instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =

```
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
```

typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Full_House_Hand as this argument of char (&
Full_House_Hand::order())[6] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Flush_Hand as this argument
of char (& Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Flush_Hand, U = const Four_Of_A_Kind_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Four_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Four_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Flush_Hand>,

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boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
T = Four_Of_A_Kind_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
T = Four_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
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T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
```

T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Four_Of_A_Kind_Hand as this argument of char (&
Four_Of_A_Kind_Hand::order())[7] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Flush_Hand as this argument
of char (& Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Flush_Hand, U = const Straight_Flush_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Straight_Flush_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =

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const Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
T = Straight_Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
T = Straight_Flush_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
```

Ranked_Hand_Less_Than, const Flush_Hand> >, VoidPtrCV = const void*,
NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[skipping 9 instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]

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/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Straight_Flush_Hand as this argument of char (&
Straight_Flush_Hand::order())[8] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Flush_Hand as this argument
of char (& Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx: In member function bool

```
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Full_House_Hand, U = const Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Hand, Visitor =
const Ranked_Hand_Less_Than, Value1 = const Full_House_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Full_House_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Hand, typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
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boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
```

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boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
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Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Hand as this argument of char (&
Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Full_House_Hand as this
argument of char (& Full_House_Hand::order())[6] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Full_House_Hand, U = const Pair_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Pair_Hand, Visitor
= const Ranked_Hand_Less_Than, Value1 = const Full_House_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Full_House_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Pair_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
```

```
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
```

```
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
```

/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Pair_Hand as this argument of char (&
Pair_Hand::order())[2] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Full_House_Hand as this
argument of char (& Full_House_Hand::order())[6] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Full_House_Hand, U = const Two_Pair_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Two_Pair_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const
Full_House_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Two_Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Full_House_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Two_Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,

VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inve
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Two_Pair_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[skipping 9 instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,

T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type

```
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Two_Pair_Hand as this argument of char (&
Two_Pair_Hand::order())[3] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Full_House_Hand as this
argument of char (& Full_House_Hand::order())[6] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Full_House_Hand, U = const Three_Of_A_Kind_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Three_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Full_House_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Three_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Full_House_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
```

```
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Three_Of_A_Kind_Hand, typename Visitor::result_type =
bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Three_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
```

```
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
```

T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Three_Of_A_Kind_Hand as this argument of char (&
Three_Of_A_Kind_Hand::order())[4] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Full_House_Hand as this
argument of char (& Full_House_Hand::order())[6] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Full_House_Hand, U = const Straight_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Straight_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const
Full_House_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]

/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Full_House_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Straight_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Straight_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,

```
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
```

```
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Straight_Hand as this argument of char (&
Straight_Hand::order())[5] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Full_House_Hand as this
argument of char (& Full_House_Hand::order())[6] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Full_House_Hand, U = const Flush_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
```

instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Flush_Hand, Visitor
= const Ranked_Hand_Less_Than, Value1 = const Full_House_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Full_House_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Flush_Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,

```
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
```

T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:

passing const Flush_Hand as this argument of char (&
Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Full_House_Hand as this
argument of char (& Full_House_Hand::order())[6] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Full_House_Hand, U = const Four_Of_A_Kind_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Four_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Full_House_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Four_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Full_House_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Four_Of_A_Kind_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Four_Of_A_Kind_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,

```
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[ skipping 9 instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
```

Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type

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boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Four_Of_A_Kind_Hand as this argument of char (&
Four_Of_A_Kind_Hand::order())[7] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Full_House_Hand as this
argument of char (& Full_House_Hand::order())[6] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Full_House_Hand, U = const Straight_Flush_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Straight_Flush_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Full_House_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Full_House_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Straight_Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv

Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, T = Straight_Flush_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Full_House_Hand> >, VoidPtrCV = const
void*, NoBackupFlag = boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>::has_fallback_type_,
typename Visitor::result_type = bool, mpl_::false_ =
mpl_::bool_<false>] /usr/include/boost/variant/variant.hpp:1776:13:
[skipping 9 instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,

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T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
```

Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Straight_Flush_Hand as this argument of char (&
Straight_Flush_Hand::order())[8] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Full_House_Hand as this
argument of char (& Full_House_Hand::order())[6] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Four_Of_A_Kind_Hand, U = const Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Hand, Visitor =
const Ranked_Hand_Less_Than, Value1 = const Four_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv

Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [skipping 9
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,

```
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
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T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Hand as this argument of char (&
Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Four_Of_A_Kind_Hand as this
argument of char (& Four_Of_A_Kind_Hand::order())[7] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Four_Of_A_Kind_Hand, U = const Pair_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Pair_Hand, Visitor
= const Ranked_Hand_Less_Than, Value1 = const Four_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
```

int) [with T = const Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Pair_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]

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/usr/include/boost/variant/variant.hpp:1776:13: [skipping 9
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const

Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Pair_Hand as this argument of char (&
Pair_Hand::order())[2] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Four_Of_A_Kind_Hand as this
argument of char (& Four_Of_A_Kind_Hand::order())[7] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Four_Of_A_Kind_Hand, U = const Two_Pair_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,

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Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Two_Pair_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const
Four_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Two_Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Two_Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Two_Pair_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
```

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boost::mpl::l_item<mpl_::long_<11>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [ skipping 9
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
```

T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:

passing const Two_Pair_Hand as this argument of char (&
Two_Pair_Hand::order())[3] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Four_Of_A_Kind_Hand as this
argument of char (& Four_Of_A_Kind_Hand::order())[7] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Four_Of_A_Kind_Hand, U = const Three_Of_A_Kind_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Three_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Four_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Three_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Three_Of_A_Kind_Hand, typename Visitor::result_type
= bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Three_Of_A_Kind_Hand, NoBackupFlag =
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,

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VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [ skipping 9
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
```

```
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
```

instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Three_Of_A_Kind_Hand as this argument of char (&
Three_Of_A_Kind_Hand::order())[4] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Four_Of_A_Kind_Hand as this
argument of char (& Four_Of_A_Kind_Hand::order())[7] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Four_Of_A_Kind_Hand, U = const Straight_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Straight_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const
Four_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Straight_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =

boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Straight_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [skipping 9
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,

```
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
```

```
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Straight_Hand as this argument of char (&
Straight_Hand::order())[5] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Four_Of_A_Kind_Hand as this
argument of char (& Four_Of_A_Kind_Hand::order())[7] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Four_Of_A_Kind_Hand, U = const Flush_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Flush_Hand, Visitor
= const Ranked_Hand_Less_Than, Value1 = const Four_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
```

```
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Flush_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [ skipping 9
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
```

boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,

```
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Flush_Hand as this argument of char (&
Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Four_Of_A_Kind_Hand as this
argument of char (& Four_Of_A_Kind_Hand::order())[7] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Four_Of_A_Kind_Hand, U = const Full_House_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Full_House_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const
Four_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
```

```
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Full_House_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Full_House_Hand, typename Visitor::result_type =
bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Full_House_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
```

```
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [ skipping 9
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
```

T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Full_House_Hand as this argument of char (&
Full_House_Hand::order())[6] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Four_Of_A_Kind_Hand as this
argument of char (& Four_Of_A_Kind_Hand::order())[7] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Four_Of_A_Kind_Hand, U = const Straight_Flush_Hand]:

```
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Straight_Flush_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Four_Of_A_Kind_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Straight_Flush_Hand, typename Visitor::result_type =
bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, T = Straight_Flush_Hand, NoBackupFlag =
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
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boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Four_Of_A_Kind_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [ skipping 9
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
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boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
```

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Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Straight_Flush_Hand as this argument of char (&
Straight_Flush_Hand::order())[8] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Four_Of_A_Kind_Hand as this
argument of char (& Four_Of_A_Kind_Hand::order())[7] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Straight_Flush_Hand, U = const Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Hand, Visitor =
const Ranked_Hand_Less_Than, Value1 = const Straight_Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Straight_Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, T = Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, T = Hand, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:

```
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [ skipping 9
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
```

```
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
```

```
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Hand as this argument of char (&
Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Straight_Flush_Hand as this
argument of char (& Straight_Flush_Hand::order())[8] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Straight_Flush_Hand, U = const Pair_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Pair_Hand, Visitor
= const Ranked_Hand_Less_Than, Value1 = const Straight_Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Straight_Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, T = Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
```

VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inve
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, T = Pair_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inve
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [skipping 9
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =

```
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
```

instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Pair_Hand as this argument of char (&
Pair_Hand::order())[2] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Straight_Flush_Hand as this
argument of char (& Straight_Flush_Hand::order())[8] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Straight_Flush_Hand, U = const Two_Pair_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Two_Pair_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const
Straight_Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Two_Pair_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Straight_Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:

```
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, T = Two_Pair_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, T = Two_Pair_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [ skipping 9
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
```

```
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
```

Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Two_Pair_Hand as this argument of char (&
Two_Pair_Hand::order())[3] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Straight_Flush_Hand as this
argument of char (& Straight_Flush_Hand::order())[8] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Straight_Flush_Hand, U = const Three_Of_A_Kind_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Three_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Straight_Flush_Hand,

```
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Three_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Straight_Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, T = Three_Of_A_Kind_Hand, typename Visitor::result_type
= bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, T = Three_Of_A_Kind_Hand, NoBackupFlag =
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
```

const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [skipping 9
instantiation contexts]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]

/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Three_Of_A_Kind_Hand as this argument of char (&
Three_Of_A_Kind_Hand::order())[4] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Straight_Flush_Hand as this
argument of char (& Straight_Flush_Hand::order())[8] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool

```
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Straight_Flush_Hand, U = const Straight_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Straight_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const
Straight_Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Straight_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Straight_Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, T = Straight_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, T = Straight_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
```

```
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inve
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [ skipping 9
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
```

T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,

Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Straight_Hand as this argument of char (&
Straight_Hand::order())[5] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Straight_Flush_Hand as this
argument of char (& Straight_Flush_Hand::order())[8] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Straight_Flush_Hand, U = const Flush_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Flush_Hand, Visitor
= const Ranked_Hand_Less_Than, Value1 = const Straight_Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Flush_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Straight_Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, T = Flush_Hand, typename Visitor::result_type = bool,
mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_invo
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, T = Flush_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename

```
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [ skipping 9
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwi
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
```

/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,

Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Flush_Hand as this argument of char (&
Hand::order())[1] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Straight_Flush_Hand as this
argument of char (& Straight_Flush_Hand::order())[8] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Straight_Flush_Hand, U = const Full_House_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const Full_House_Hand,
Visitor = const Ranked_Hand_Less_Than, Value1 = const
Straight_Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Full_House_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const
Ranked_Hand_Less_Than, const Straight_Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv‹
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, T = Full_House_Hand, typename Visitor::result_type =
bool, mpl_::false_ = mpl_::bool_<false>]

```
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, T = Full_House_Hand, NoBackupFlag = boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [ skipping 9
instantiation contexts ]
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
```

```
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unwr
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
```

boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Full_House_Hand as this argument of char (&
Full_House_Hand::order())[6] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Straight_Flush_Hand as this
argument of char (& Straight_Flush_Hand::order())[8] discards
qualifiers [-fpermissive] Hand.hxx: In member function bool
Ranked_Hand_Less_Than::operator()(T&, U&) const [with T = const
Straight_Flush_Hand, U = const Four_Of_A_Kind_Hand]:
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:67:40:
instantiated from
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::operator()(Value2&) [with Value2 = const
Four_Of_A_Kind_Hand, Visitor = const Ranked_Hand_Less_Than, Value1 =
const Straight_Flush_Hand,
boost::detail::variant::apply_visitor_binary_invoke<Visitor,
Value1>::result_type = bool]
/usr/include/boost/variant/variant.hpp:832:32: instantiated from
boost::detail::variant::invoke_visitor<Visitor>::result_type
boost::detail::variant::invoke_visitor<Visitor>::internal_visit(T&,
int) [with T = const Four_Of_A_Kind_Hand, Visitor =
boost::detail::variant::apply_visitor_binary_invoke<const

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Ranked_Hand_Less_Than, const Straight_Flush_Hand>,
boost::detail::variant::invoke_visitor<Visitor>::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:145:13:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke_impl(int, Visitor&,
VoidPtrCV, T*, mpl_::false_) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, T = Four_Of_A_Kind_Hand, typename Visitor::result_type =
bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/detail/visitation_impl.hpp:173:9:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl_invoke(int, Visitor&,
VoidPtrCV, T*, NoBackupFlag, int) [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, T = Four_Of_A_Kind_Hand, NoBackupFlag =
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/visitation_impl.hpp:260:1:
instantiated from typename Visitor::result_type
boost::detail::variant::visitation_impl(int, int, Visitor&,
VoidPtrCV, mpl_::false_, NoBackupFlag, Which*, step0*) [with Which =
mpl_::int_<0>, step0 =
boost::detail::variant::visitation_impl_step<boost::mpl::l_iter<boost::mpl::l_item<mpl_
Hand, boost::mpl::l_item<mpl_::long_<8l>, Pair_Hand,
boost::mpl::l_item<mpl_::long_<7l>, Two_Pair_Hand,
boost::mpl::l_item<mpl_::long_<6l>, Three_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<5l>, Straight_Hand,
boost::mpl::l_item<mpl_::long_<4l>, Flush_Hand,
boost::mpl::l_item<mpl_::long_<3l>, Full_House_Hand,
boost::mpl::l_item<mpl_::long_<2l>, Four_Of_A_Kind_Hand,
boost::mpl::l_item<mpl_::long_<1l>, Straight_Flush_Hand,
boost::mpl::l_end> > > > > > > > > >,
boost::mpl::l_iter<boost::mpl::l_end> >, Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_inv
Ranked_Hand_Less_Than, const Straight_Flush_Hand> >, VoidPtrCV =
const void*, NoBackupFlag = boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>::has_fallback_type_, typename
Visitor::result_type = bool, mpl_::false_ = mpl_::bool_<false>]
/usr/include/boost/variant/variant.hpp:1776:13: [ skipping 9
instantiation contexts ]
```

```
/usr/include/boost/variant/variant.hpp:1776:13: instantiated from
static typename Visitor::result_type boost::variant<T0, T1, T2, T3,
T4, T5, T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor_impl(int, int, Visitor&, VoidPtrCV)
[with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >,
VoidPtrCV = const void*, T0_ = Hand, T1 = Pair_Hand, T2 =
Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand, T4 = Straight_Hand, T5 =
Flush_Hand, T6 = Full_House_Hand, T7 = Four_Of_A_Kind_Hand, T8 =
Straight_Flush_Hand, T9 = boost::detail::variant::void_, T10 =
boost::detail::variant::void_, T11 = boost::detail::variant::void_,
T12 = boost::detail::variant::void_, T13 =
boost::detail::variant::void_, T14 = boost::detail::variant::void_,
T15 = boost::detail::variant::void_, T16 =
boost::detail::variant::void_, T17 = boost::detail::variant::void_,
T18 = boost::detail::variant::void_, T19 =
boost::detail::variant::void_, typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1798:13: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::internal_apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::invoke_visitor<boost::detail::variant::apply_visitor_binary_unw:
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> > >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/variant.hpp:1820:52: instantiated from
typename Visitor::result_type boost::variant<T0, T1, T2, T3, T4, T5,
T6, T7, T8, T9, T10, T11, T12, T13, T14, T15, T16, T17, T18,
T19>::apply_visitor(Visitor&) const [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
```

Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >, T0_ =
Hand, T1 = Pair_Hand, T2 = Two_Pair_Hand, T3 = Three_Of_A_Kind_Hand,
T4 = Straight_Hand, T5 = Flush_Hand, T6 = Full_House_Hand, T7 =
Four_Of_A_Kind_Hand, T8 = Straight_Flush_Hand, T9 =
boost::detail::variant::void_, T10 = boost::detail::variant::void_,
T11 = boost::detail::variant::void_, T12 =
boost::detail::variant::void_, T13 = boost::detail::variant::void_,
T14 = boost::detail::variant::void_, T15 =
boost::detail::variant::void_, T16 = boost::detail::variant::void_,
T17 = boost::detail::variant::void_, T18 =
boost::detail::variant::void_, T19 = boost::detail::variant::void_,
typename Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_unary.hpp:60:43:
instantiated from typename Visitor::result_type
boost::apply_visitor(Visitor&, Visitable&) [with Visitor =
boost::detail::variant::apply_visitor_binary_unwrap<const
Ranked_Hand_Less_Than, const boost::variant<Hand, Pair_Hand,
Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand,
Full_House_Hand, Four_Of_A_Kind_Hand, Straight_Flush_Hand> >,
Visitable = const boost::variant<Hand, Pair_Hand, Two_Pair_Hand,
Three_Of_A_Kind_Hand, Straight_Hand, Flush_Hand, Full_House_Hand,
Four_Of_A_Kind_Hand, Straight_Flush_Hand>, typename
Visitor::result_type = bool]
/usr/include/boost/variant/detail/apply_visitor_binary.hpp:175:54:
instantiated from typename Visitor::result_type
boost::apply_visitor(const Visitor&, Visitable1&, Visitable2&) [with
Visitor = Ranked_Hand_Less_Than, Visitable1 = const
boost::variant<Hand, Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand,
Straight_Hand, Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, Visitable2 = const boost::variant<Hand,
Pair_Hand, Two_Pair_Hand, Three_Of_A_Kind_Hand, Straight_Hand,
Flush_Hand, Full_House_Hand, Four_Of_A_Kind_Hand,
Straight_Flush_Hand>, typename Visitor::result_type = bool]
Hand.hxx:387:64: instantiated from here Hand.hxx:363:52: error:
passing const Four_Of_A_Kind_Hand as this argument of char (&
Four_Of_A_Kind_Hand::order())[7] discards qualifiers [-fpermissive]
Hand.hxx:363:52: error: passing const Straight_Flush_Hand as this
argument of char (& Straight_Flush_Hand::order())[8] discards
qualifiers [-fpermissive]