```
  void File::Write_shared(const void* buf, int count,
              const Datatype& datatype, Status& status)

};
```

A.4.12 Language Bindings C++ Bindings

```
namespace MPI {

  static Datatype Datatype::Create_f90_complex(int p, int r)

  static Datatype Datatype::Create_f90_integer(int r)

  static Datatype Datatype::Create_f90_real(int p, int r)

  Exception::Exception(int error_code)

  int Exception::Get_error_class() const

  int Exception::Get_error_code() const

  const char* Exception::Get_error_string() const

  static Datatype Datatype::Match_size(int typeclass, int size)

};
```

A.4.13 Profiling Interface C++ Bindings

```
namespace MPI {

  void Pcontrol(const int level, ...)

};
```

A.4.14 C++ Bindings on all MPI Classes

The C++ language requires all classes to have four special functions: a default constructor, a copy constructor, a destructor, and an assignment operator. The bindings for these functions are listed below; their semantics are discussed in Section 16.1.5. The two constructors are *not* `virtual`. The bindings prototype functions are using the type ⟨`CLASS`⟩ rather than listing each function for every MPI class. The token ⟨`CLASS`⟩ can be replaced with valid MPI-2 class names, such as `Group`, `Datatype`, etc., except when noted. In addition, bindings are provided for comparison and inter-language operability from Sections 16.1.5 and 16.1.9.

A.4.15 Construction / Destruction

```
namespace MPI {

   ⟨CLASS⟩::⟨CLASS⟩()

   ⟨CLASS⟩::~⟨CLASS⟩()

};
```