

The use of inline

The keyword `inline` is used as part of a function declaration as a request to the compiler to inline the function body. As such it should be used instead of the old style `#define` macros. It is implicit for a member function defined within a class. These typically are short functions where efficiency is paramount.

```
inline bool
one_less(int a , int b)
{ return (a - b == 1); }
```

Inline functions are normally defined in header files, because definitions of an inline function must be identical.

A sophisticated use of the keyword `inline` is to encapsulate code within a namespace.

See ,
<http://en.cppreference.com/w/cpp/language/namespace> ,

for an explanation and a detailed example.

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