
Subject: Re: bug in latest svn

Posted by [Novo](#) on Sun, 04 May 2008 15:04:27 GMT

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mdelfede wrote on Sun, 04 May 2008 06:17 Returning a String() value is less efficient, but guarantees that string is not destroyed on function return before the value is taken.

Isn't

```
return String();
```

equal to

```
String anonymous_value;  
return anonymous_value;
```

?

```
const String& GetCppFile(int i);
```

```
String value1 = GetCppFile(0); // Case A  
const String& value2 = GetCppFile(0); // Case B
```

In case A GetCppFile() will work correctly.
Case B will introduce a bug.

IMHO, returning "const String&" is just not thread-safe. Object can be deleted in transition.
