Subject: Re: bug in latest svn
Posted by mdelfede on Sun, 04 May 2008 15:14:41 GMT

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Novo wrote on Sun, 04 May 2008 17:04

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.

I guess you're right, with your 2 examples.
On first example it 'should' work, because the source string isn't deleted before assignment, so the value is transferred. The secon example is buggy because you return a reference to an object that'll be deleted soon. BTW, I don't know how does the compiler behave with the const modifier.... but I guess it'll not solve the problem.

So the code is bad, imo.... is that maybe the problem ?

Max