

---

Subject: Re: bug in latest svn

Posted by [mdefede](#) on Sun, 04 May 2008 16:12:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Indeed, I was wrong before :

This piece of code :

```
#include "stdio.h"

static long seed = 0;

class LongClass
{
    long l;
public :
    long Get(void) const { return l; }
    LongClass() { l = seed++ ; }

};

const LongClass &test(const LongClass &IClass = LongClass())
{
    return IClass;
}

int main(int argc, const char *argv[])
{
    const LongClass &a = test();
    const LongClass &b = test();

    long aa = a.Get();
    long bb = b.Get();

    return 0;
}
```

Shows that's perfectly legal to return references to const temporaries... Here aa gets a value of 0 and bb of 1, correctly.

That behaviour allows to initialize default reference arguments with objects created on the fly. I don't know where does compile store the actual value....

Max

---