Subject: Re: bug in latest svn
Posted by mdelfede on Sun, 04 May 2008 16:12:45 GMT
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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 &lClass = LongClass())
{
 return lClass;

}

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