
Subject: Re: String [FEATURE REQUEST]
Posted by [mirek](#) on Wed, 03 Dec 2008 09:07:01 GMT
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I am sorry, while it sounds reasonable, it is hitting overloading rules wall. I mean, if you add them, you have nasty problems with overloading ambiguities.

Notes:

```
if (s.IsEmpty()) {Cout() << "is empty.\n";}
```

```
Cout() << (~s + 4) << '\n';
```

Mirek
