
Subject: Re: C2280

Posted by [Mindtraveller](#) on Mon, 06 Feb 2017 12:15:23 GMT

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[http://www.ultimatepp.org/srcdoc\\$Core\\$pick_\\$en-us.html](http://www.ultimatepp.org/srcdoc$Core$pick_$en-us.html)

U++ style of coding insists on explicit definition what you want to do: to clone object or to move it. You mustn't write trivial code like

```
b = a;
```

for U++ objects because it is hard to say whether you want to clone object or pick/move it from a to b.

P.S. It is rather uncommon for C++, but I do personally like this style. It is more strict and less error prone.
