
Subject: Re: get_i

Posted by [Novo](#) on Tue, 16 Jun 2020 15:45:38 GMT

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Thank you.

I played a little bit with get_i and godbolt.org and got results below.

Test: `const char* c = get_i(-1, "zero", "one", "two");`

Assembly for the original code (-O2):

.LC0:

 .string "zero"

__GLOBAL__sub_I_c:

 mov QWORD PTR c[rip], OFFSET FLAT:.LC0

 ret

c:

 .zero 8

I changes U++ code a little bit:

```
template <class T> constexpr const T& min(const T& a, const T& b) { return a < b ? a : b; }
```

```
template <class T> constexpr const T& max(const T& a, const T& b) { return a > b ? a : b; }
```

```
template <class T> // deprecated name, use clamp
```

```
constexpr T minmax(T x, T _min, T _max) { return min(max(x, _min), _max); }
```

```
template <class T>
```

```
constexpr T clamp(T x, T _min, T _max) { return minmax(x, _min, _max); }
```

```
inline constexpr const char *get_i(int i, const char *p0, __List##I(E__NFValue)) \
```

Resulting assenbly:

.LC0:

 .string "zero"

c:

 .quad .LC0

Conclusion: "constexpr" is quite useful ...
