
Subject: differences in returns between pointer and reference

Posted by [BetoValle](#) on Sun, 02 May 2021 15:18:34 GMT

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Hi,

as a novice in c ++, put down some interesting returns of variable values between "pointer" and "reference" alternating.

if possible, I ask that the experts express about the only one that does not return value is the struct abc!

```
struct abc{
    String b;
public:
    abc( String& xx){
        b=xx;
    }
    void fecha(){
        b="retornado"; // this not return: reference constructor is address
    }
    ~abc(){};
};
```

```
struct de{
    String* b;
public:
    de( String* xx){
        b=xx;
    }
    void fecha(){
        *b="retornado"; // this return: reference constructor is pointer
    }
    ~de(){};
};
```

```
void rutina1( String &s )
{
    s="123";
}
void rutina2( String *s )
{
    *s="yyy";
}
```

```
CONSOLE_APP_MAIN
{

    String st="abc";

    rutina1(st);

    Cout() << "after rutina1: " << st << EOL;

    String* a = &st;

    rutina2(a);

    Cout() << "after rutina2: "<< *a << EOL;

    abc c(*a);
    c.fecha();
    c.~abc();

    Cout() << "after struct abc: "<< *a << EOL;

    de d(a);
    d.fecha();
    d.~de();

    Cout() << "after struct de: "<< *a << EOL;

}
```
