
Subject: Re: differences in returns between pointer and reference

Posted by [Oblivion](#) on Sun, 02 May 2021 16:01:55 GMT

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Hello BetoValle,

In the first instance you are copying the string to another string, not working on a reference.

```
struct abc{
    String b;
public:
    abc( String& xx){
        b=xx; // <-- the xx variable will be copied to b;
    }
    void fecha(){
        b="retornado"; // this not return: reference constructor is address (No, because you are not
working on a reference. You are working on a local variable called "b", which will be destroyed
with the struct, by the way.)
    }
    ~abc(){}; // << - Will destroy b.
};
```

This will work:

```
struct abc{
    String& b; // <-- Now b is a reference.
public:
    abc( String& xx)
        : b(xx) // > B will refer to xx;
    {
    }
    void fecha(){
        b="retornado"; // Will now set the referred object (xx).
    }
    ~abc(){}; // << - Will not destroy what b refers to (xx).
};
```

[/code]

Best regards,
Oblivion
