
Subject: Re: Some Experiment with Size of Upp Executable

Posted by [Lance](#) on Mon, 27 Dec 2021 04:45:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

test 4: Unused class member has no cost.

Test code

```
#include <Core/Core.h>
```

```
using namespace Upp;
```

```
int BigFunction(int);
```

```
struct C
```

```
{  
    void DoNothing(){}  
    int Call(){ return BigFunction(1); }  
};
```

```
CONSOLE_APP_MAIN
```

```
{  
    C().DoNothing();  
}
```

With BigFunction() same as Senario 1&2 in the last test. Both CLANGx64 and MSBT22x64 produced the same results as in Senario 2 in test 3, respectively. (Modern) C++ compilers (seem to) do very well on optimize out unused member functions. I know the test is not very well designed and is not convincing but let's believe in this until it's proven wrong. :lol:
