Subject: Re: Assist++ typedef struct analysis problem Posted by Lance on Sun, 27 Mar 2022 01:54:09 GMT

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BTW, xemuth's example code

```
StructToResolve3 str3;
is not legal C/C++ code: it won't compile.
It should be
  struct StructToResolve3 str3;
And the following code compiles
struct C{
void hi(){}
};
struct D{
void hi(){};
};
int main()
CD;
struct D d; // the keyword struct cannot be done without
D.hi();
d.hi();
}
or this also compiles
struct C{
void hi(){}
};
struct D{
void hi(){};
};
int main()
Dd;
```

```
C D;
D.hi();
d.hi();
}
```

Conclusion: in a context where a class/struct name is used as identifier(and hence hidden by it), to refer to the class/struct, a leading classor struct keyword needs to be prepended.